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AMIGA FORMAT

ISSUE 48 ■ JULY 1993 ■ £3.95

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Play Bullfrog's stunning Syndicate – an AF disk exclusive!

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AMIGA FORMAT

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Working demo of Micro-PACE'S video effects titler

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Sample sequencer for composing music

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All Amigas ● Demos require 1 meg

AMIGA FORMAT Cover Disk 48

Syndicate
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View
Animation Player for use with our PD-DIY tutorials

2 Demo Anims by Roddy McMillan

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REVIEWED: Reach for the Skies, Worlds of Legend, Morph, Ancient Art of War in the Skies, Emplant, IV-24, Disney Educational Software

Future PUBLISHING

07

AMIGA SOFTWARE

Games marked NOP will not work on A500 Plus, A600 or A1200.
Games marked NO12 will not work on the A1200.

SPECIAL RESERVE TOP TEN AMIGA GAMES OF APRIL/MAY 1993



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JULY 1993

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Thought of the Month...
Never put on a computer show in the middle of going to press

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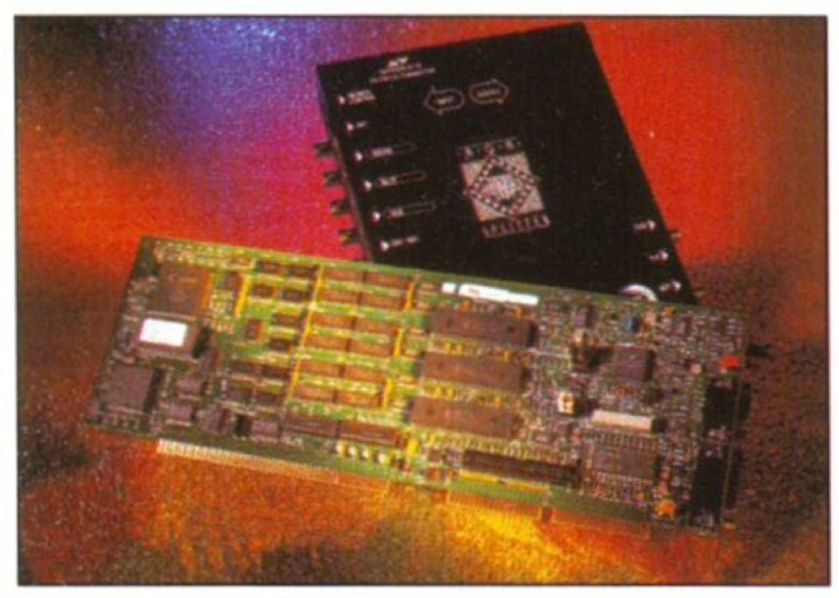
News



The staff of Future's Amiga magazines were on hand to answer questions from the public at the recent Amiga Format Live! Show. Find out what else happened in news. Page 23

Screenplay 59

Reviews



REVIEWED
IV-24

Version 2 brings us new features and expanded capabilities. Have GVP got it right this time round? See Page 116.



REVIEWED
Emplant

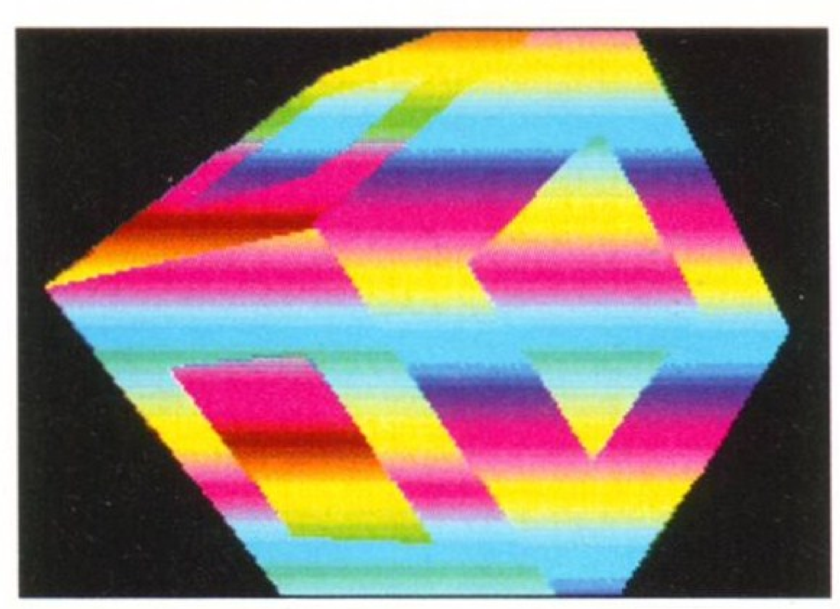
Brought to us from Utilities Unlimited, Emplant enables Amiga users to run sophisticated Mac packages on their machine. Sound good to you? Check it out on Page 120.



REVIEWED
Disney Software

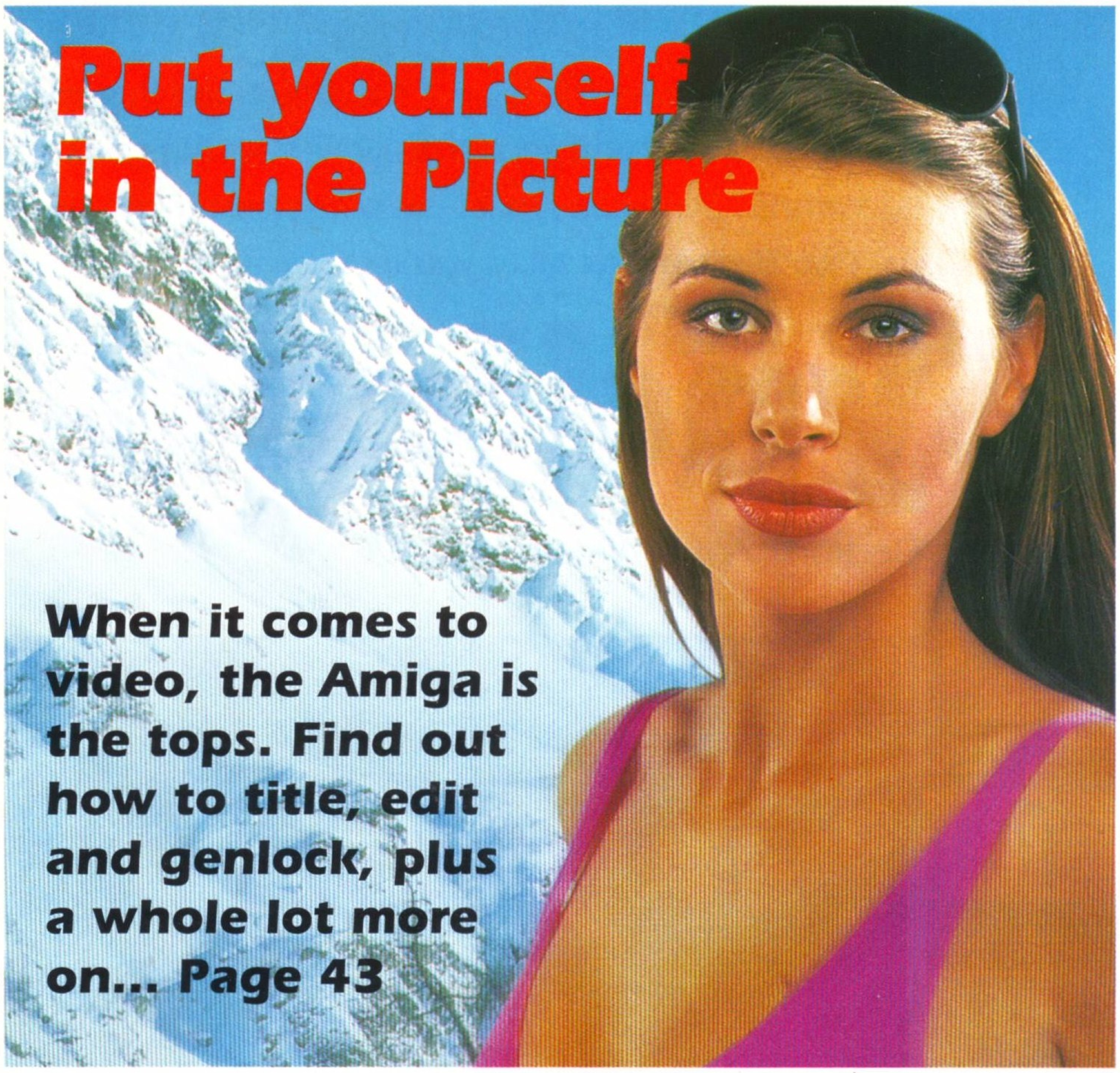
Superb animations, music and software from the wonderful world of Disney. Will these educational games keep your kids tied to the keyboard? Page 138.

Regulars



IN PD DEMOS:

The return of the megademo! They're big 'n' beautiful and they're back. But are they the same as they used to be? Find out on Page 159.



Put yourself in the Picture

When it comes to video, the Amiga is the tops. Find out how to title, edit and genlock, plus a whole lot more on... Page 43

WIN! WIN! WIN!

As well as showing you how to create professional video effects this month, we're also giving you the chance to win all the gear you need – a genlock, a chromakey and some titling software – worth £1,360. Get studying those questions on ...

PAGE 125

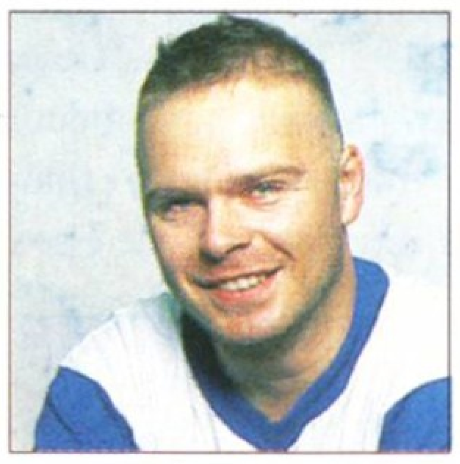


Welcome to Amiga Format!

I don't know about your part of the world, but the sun has been shining here in Bath, and we've all got our jams and Beach Boys records out. Summer's here, and the time is right for... (no! Not dancing in the streets) getting the old video camera out and shooting some footage. Chances are the thing's not been used since Christmas, so dust it down, turn to Page 43 and discover how to transform your productions from the mundane to the realms of the professional. We've even got a compo designed to give you the gear you need to make movie magic, you'll find that on Page 125.

If you've ever wanted to write PD, but don't have a clue how to go about it, this month's bumper Coverdisk package should teach you a thing or two. One of the things it'll teach you is how to use your paint package to produce stunning animations.

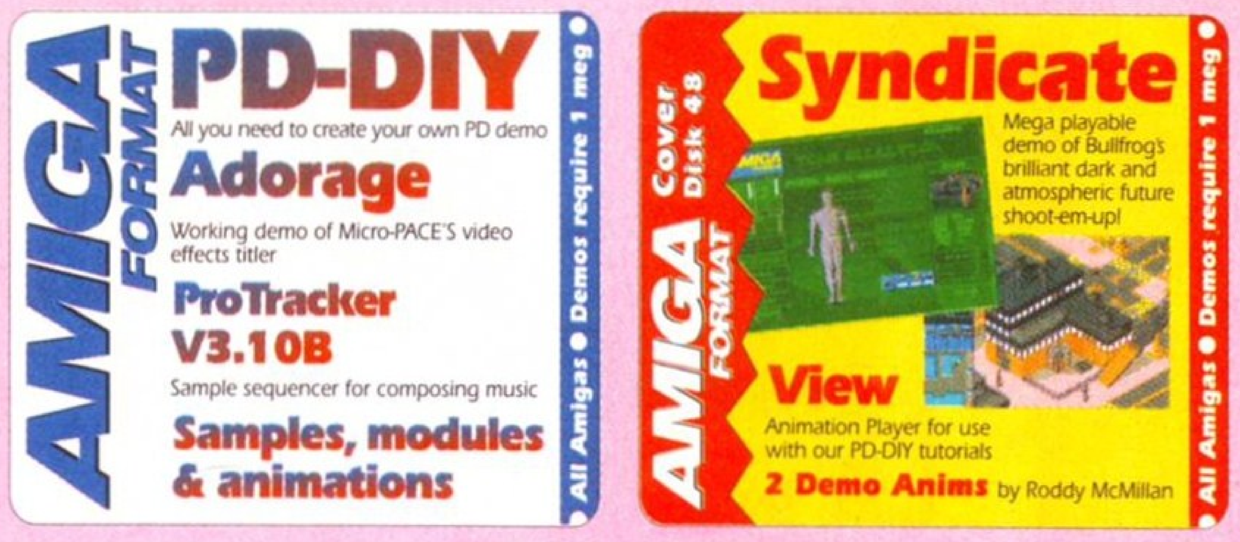
Another thing you can learn is how to write music with ProTracker, the latest version is on the disk. And when you've done all that, our tutorial on Page 20 will show you how to put it all together on a self booting disk.



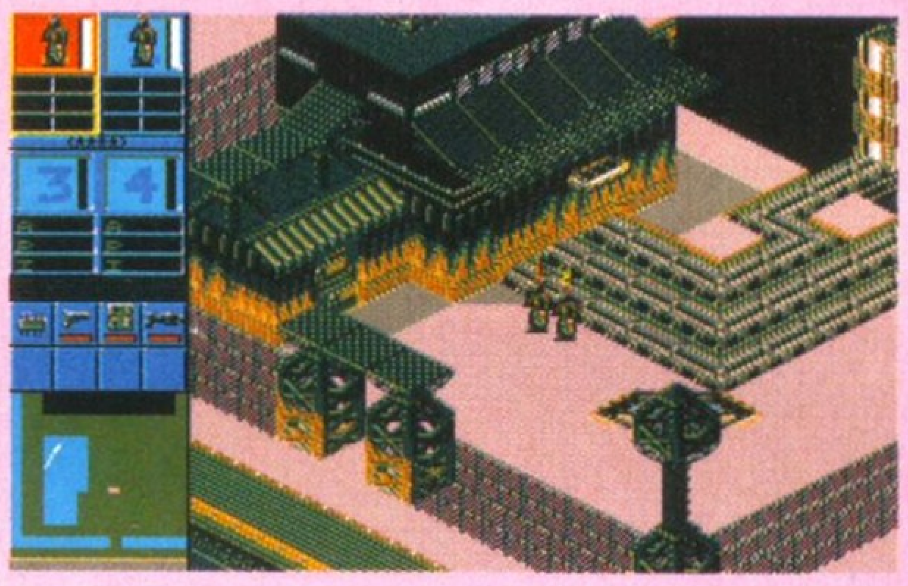
Marcus Dyson, editor

Just before we went to press, we heard news of several exciting new developments on the Amiga sales front. It appears that prices are falling once more, and we expect to see the A600 selling for a mere £199 as a standalone machine, and for £229 as a bundle. This kind of bargain should be the last nail in the coffin of the Atari ST, now selling for £159. Further rumours say that Commodore may be about to launch a trade-in scheme, similar to the Power-Up plan that they operate in the United States. Whatever the facts turn out to be, we'll bring you them in full next month, but one thing's for sure, now's as exciting a time as ever to be an Amiga owner...

ON THIS MONTH'S COVERDISKS

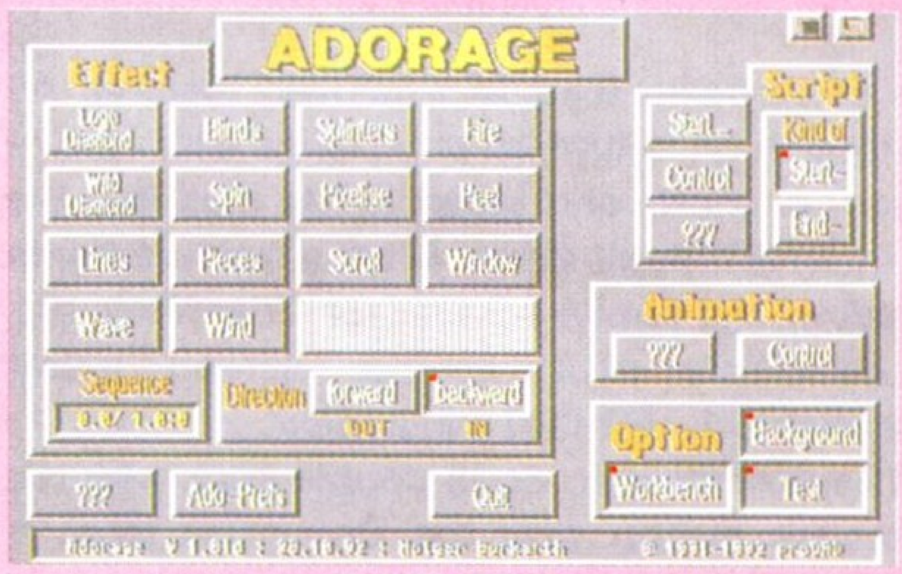


Syndicate



The latest from Bullfrog, this demo takes the god game concept and stands it on its head. Rove future city streets in search of your prey and don't let the law creep up on you. Full Instructions on the Page 6.

Adorage



A demo especially for those frustrated at slow animation playback. Adorage is an animation effects program – this demo comes complete with a player program to display the final finished production. Instructions on page 11.

ProTracker V3.1B

For those who have been waiting for the definitive tracker program, this latest update from the Cryptoburners in Norway should fulfill your sample sequencing needs. A full tutorial begins on Page 17.

VMorph V2B

An extra bonus – at the very last minute we just managed to squeeze VMorph on the disk. Morphing on the cheap is possible – even in AMOS. Full source code and documentation on the disk. Grey scale only, but an ideal start to the whole subject – more details on Page 20.

NPlay V2

OK, you've used ProTracker to produce an absolutely stunning piece of music – but how do you distribute it? This does the job and it's easy to use. Turn to page 20.

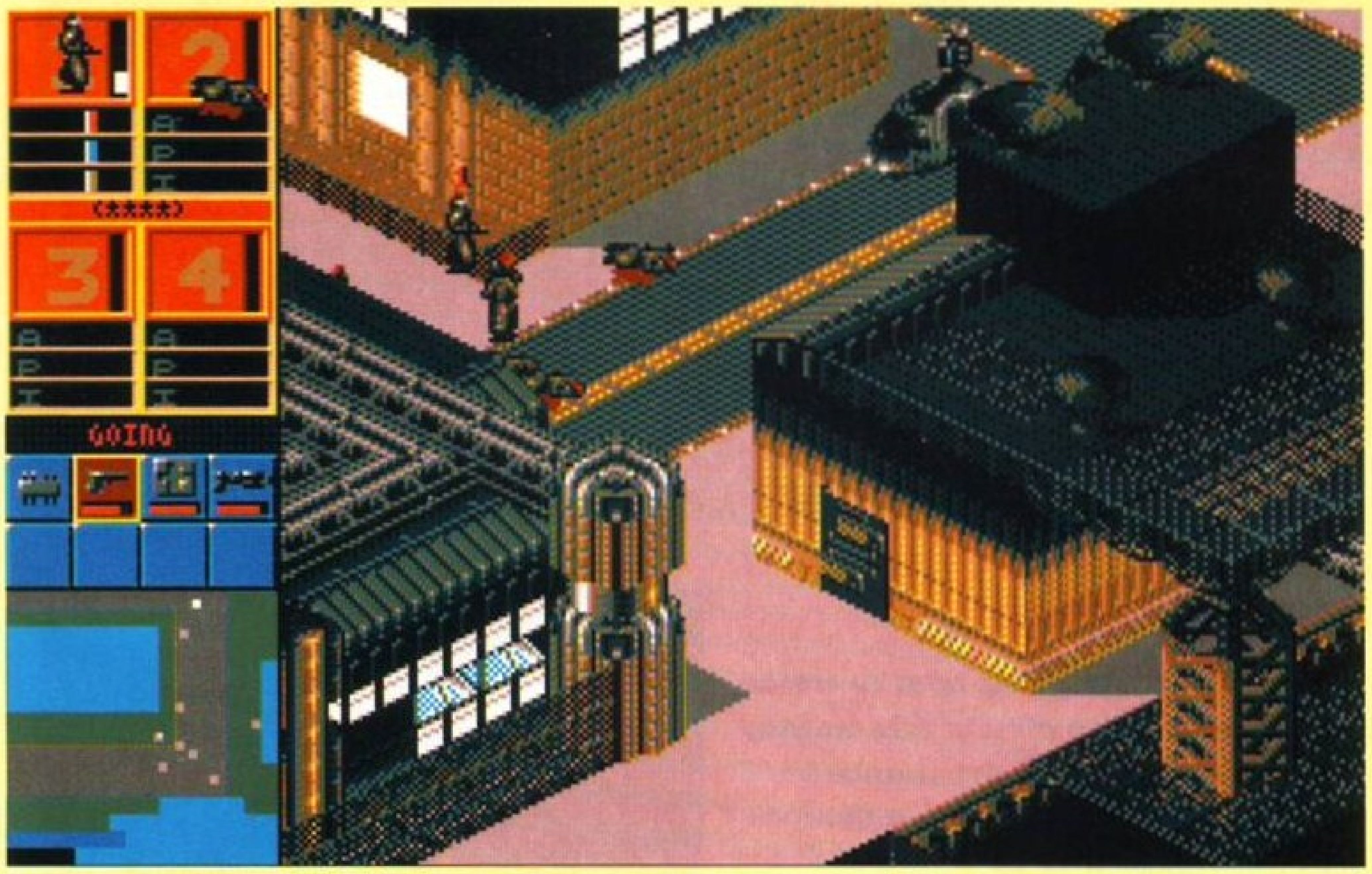
Full Coverdisk instructions start on next page...



What do you get if you take the look of Populous, add in some Cyberpunk elements, and arm your characters with big guns and 'Persuadatrons'? Syndicate, that's what, the best demo since Hired Guns. **Pat McDonald** takes you into the future...

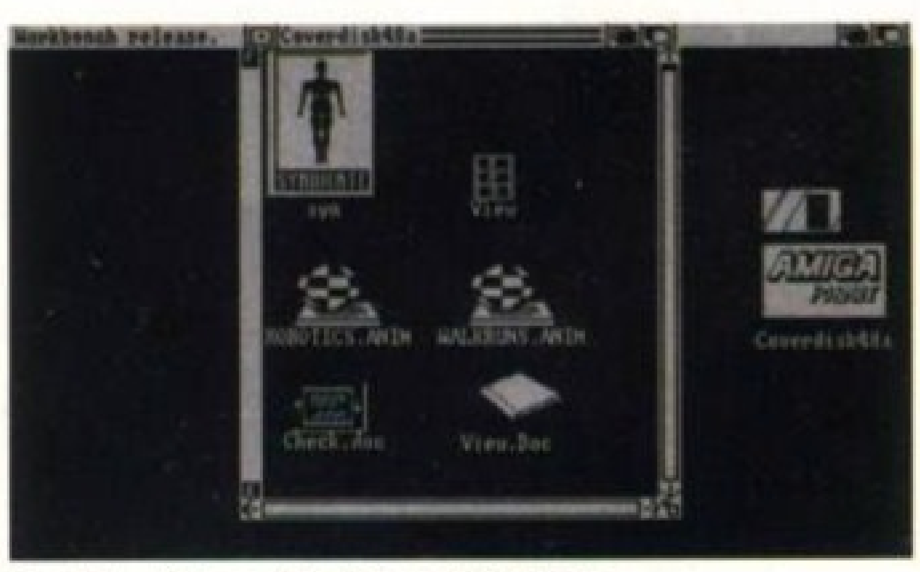
Syndicate

Bullfrog/Electronic Arts ■ All 1Mb Amigas



"Bagged the blighter!" Number one shoots a hapless passer-by with his sub-machine gun, then hot-foots it away from the scene. Number three, I believe, is following up in the hover car to finish the job...

GETTING STARTED



Double click on the Coverdisk icon.

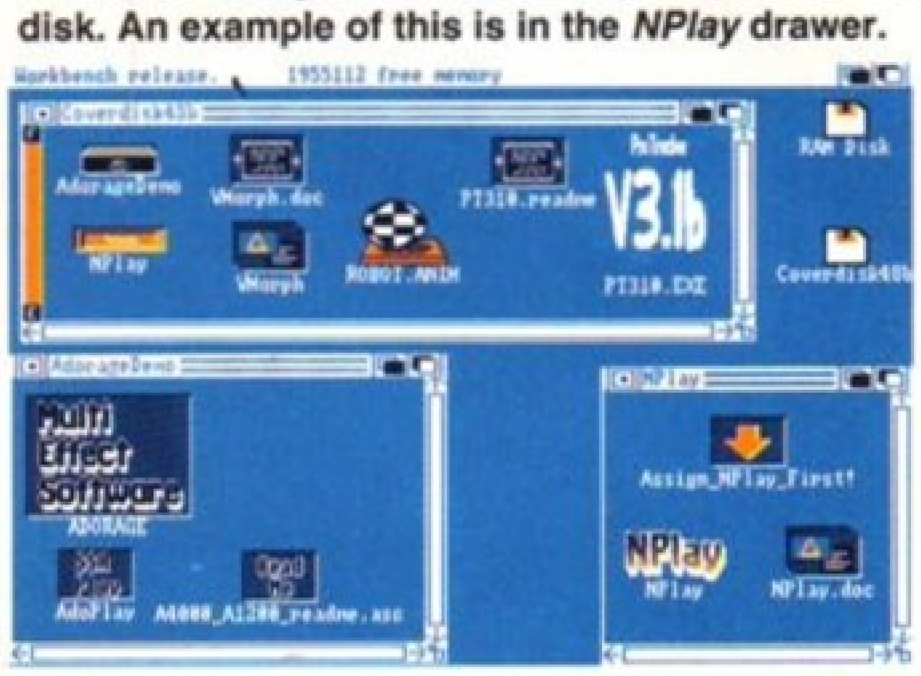
Both Coverdisks load in a similar fashion. All you have to do is turn on any Amiga with 1Mb of memory or more, and insert either disk into the first internal floppy drive. After a few moments of loading, the above screen (for Coverdisk 48a, the *Syndicate* disk) or the screen below (Coverdisk 48b, *PD-DIY*) will appear.

The first thing to do is double click with the left mouse button over the Coverdisk icon. A window will open, displaying the contents of the disk. To get at the programs and documents, simply double click on the relevant icon.

Note that you cannot quit out of the *Syndicate* demo – but you can quit out of everything else. Your Amiga may crash if you keep running different programs and quitting. Just remove the disk, switch off and start again.

On the *Syndicate* disk, you may notice a message saying whether or not your machine has Workbench 3. The reason for this is that the *Check* utility is in use. The *Syndicate* demo needs all the memory it can get and so runs a small PD utility called *Add44K* to grab memory. This utility does not work on Workbench 3. For more details of *Check*, see the *Check* document.

Not all programs work directly from the disk. Adoplay in the *Adorage* demo drawer works from the Shell, so nothing happens when you click on it. Also, *NPlay* on some machines – should be assigned in the startup-sequence of a disk. An example of this is in the *NPlay* drawer.



Click on the icons to launch the relevant programs.

THE *SYNDICATE* COVERDISK will appeal to everyone! This is because you can either play it as a fast and furious shoot-em-up or as a management game. The game's played with the mouse (press the left mouse button to get past the intro screens) and it has elements of strategy and tactics, but these have been kept reasonably simple, to keep the game fast!

The date is 85 New Calender. All over the world, huge corporations have become the power bases that run the planet. Three main areas have arisen – America, Europe and the Far East – see the map on the opposite page. Nations have become largely irrelevant. Criminals are taking control of corporate boardrooms, and syndicates battle on the streets using both futuristic hardware and good ol' Uzi machine-guns.

For this mission, you have to use your two Cyborg agents to find and eliminate ***AF*** editor Marcus Dyson. He is hidden somewhere in the city (check out the mission briefing screens for a small map showing his location). As you search around the city, expect to encounter many enemy agents, as well as members of the general public and law enforcement agencies.

WIN! One of 10 copies of Syndicate

Those incredibly nice people at Bullfrog have promised us 10 copies of *Syndicate*, plus a mystery bag of Bullfrog goodies for the winner of this simple competition. Nine runners up will also win a copy of *Syndicate*. All you have to do is answer the following questions on a postcard, and send it to; Crimewave Competition, *Amiga Format*, Future Publishing, 30 Monmouth St, Bath BA1 2BW, before the 1st July 1993.

So here are the questions:

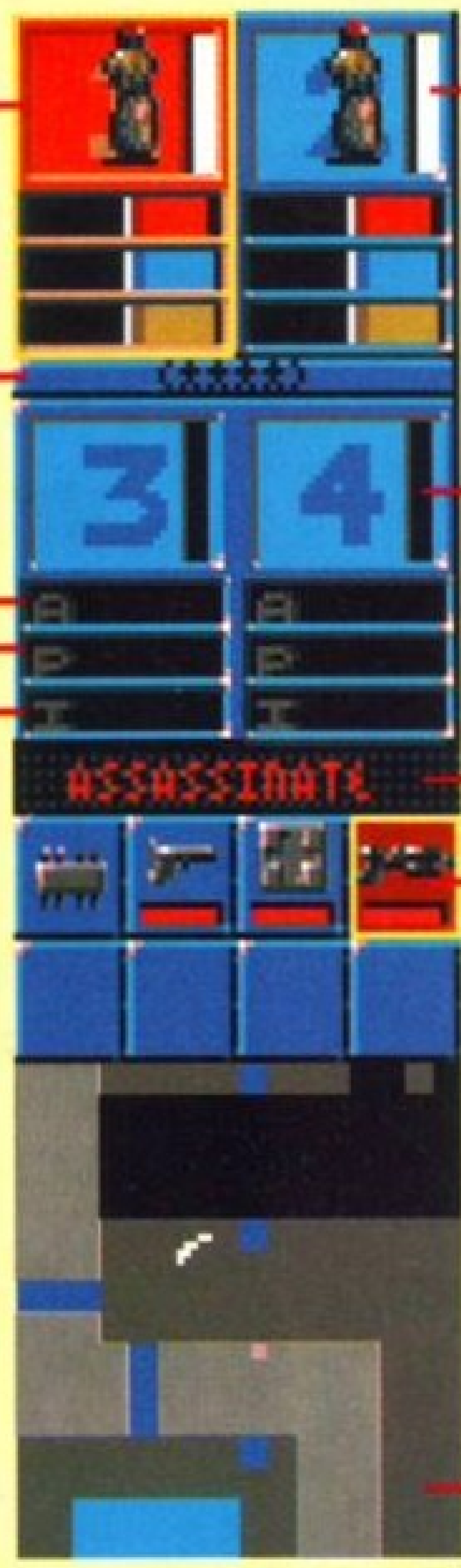
1: What is the range of the Mini Gun?
- **a) Two feet.**
- **b) 2304 metres.**
- **c) 1 Light year**
- **d) 100 Metres**

2: What is the population of the United Kingdom in the year 85 NC (New Calendar)?
- **a) 30 billion**
- **b) 47 million**
- **c) 100 thousand**
- **d) 56,789,123**

3: How many world regions are there to conquer for complete world domination?
- **a) 50**
- **b) 620**
- **c) 10**
- **d) 365**

4: What game is being advertised on the various

CONTROLLING YOUR AGENTS



The two top windows let you choose which agent you are currently controlling, and also tells you what your agent is doing even if they are not visible in the playing area.

The Team button is for sending both agents to the same place.

The Adrenaline indicator. You can set this lower or higher than the average, which affects an agent's walking speed. Often it's a good idea to try and creep along, and just have sudden bursts for crossing dangerous territory.

The Perception indicator. Again, this can be fine tuned to make your agent more or less aware of threats around them. Setting this high and Adrenaline low makes a very stealthy agent.

The Intelligence indicator. Players who do not want much direct control should set this high and let the agents get on with it. Setting all three indicators to maximum puts an agent into panic mode.

The life indicator. When this reaches the bottom, an agent dies. If both agents die, press the space bar to start again.

Both agents 3 and 4 are missing for the game demo, but fear not, they will be included when the full game is released.

The Message window – check this for on-going reports of what is going on.

The Weaponry is best experimented with. It's not always a good idea to use loud, ugly, destructive weapons. People get alarmed.

The Mini Map is handy for seeing obstacles that are not immediately apparent on the main view.

The demo is fairly easy to control. At the top left, you click with the left button to select agent one or two. Clicking anywhere on the city will send them off to that location – you can vary the levels physical, perceptive and intelligence levels of your agents, to make them behave differently as they move. Or you can move the short distances and take a more active part in the game. The cursor keys alter your view of the city.

Syndicate has a lot of built-in intelligence – as you pursue your missions for example, the people of the city react to your actions. You will probably start off by shooting other people at first, (or at least that's what we did when we first received the demo!). Some characters will return fire, others will freeze, and quite a few will try to flee in headlong panic (often on to the busy roads).

If you decide not to shoot anybody, though, the city will mostly let you go about your business peacefully. Expect the unexpected – and always check over any dropped weaponry, as it will almost certainly come in handy later on.

Weaponry available varies from a small pistol to the Minigun, devastating whatever it hits up to a very long range (2,304 metres). To fire a weapon, you must click on a weapon icon, and then on the target. A white cross-hair means that a miss is likely – a red cross-hair means you have a better chance of hitting target.

The full game has over 50 missions to complete. You only actually have to achieve that figure to attain world domination, but it's nice to see that you're allowed a few failures.

Judging by this demo, I'd say that Bullfrog have come up with a storming design – brilliant!



This world map shows the areas where each syndicate operates. Your area in the game is marked in yellow.



The role-playing aspects of *Syndicate* come in here, where you choose the characteristics of your team.

billboards around the city in which the mission is taking place?

- a) *Flood 7*
- b) *Desert Strike 10*
- c) *Populous 6*
- d) *Powermonger 5*

RULES, RULES AND YET MORE RULES.

1 No employee of these three rather fab companies: Future Publishing, Bullfrog or Electronic Arts may enter this compo.

2 Members of Futuristic hit squad who attempt to kill our editor will be disqualified.

3 A list of the winners will be printed in a forthcoming issue of *Amiga Format*.

4 The judges decision is final. No correspondence will be entered into.

Using your disk

1. Always write-protect your Coverdisk. Move the tab so a hole is showing.

2. Copy the Coverdisk and use the copy, not the original. This may sound complicated, but it's surprisingly simple, just follow the simple instructions which are given below.

3. Read the instructions.

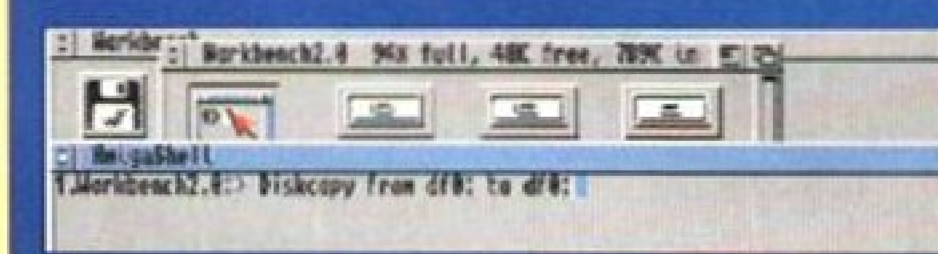
Backing up your disk

1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.

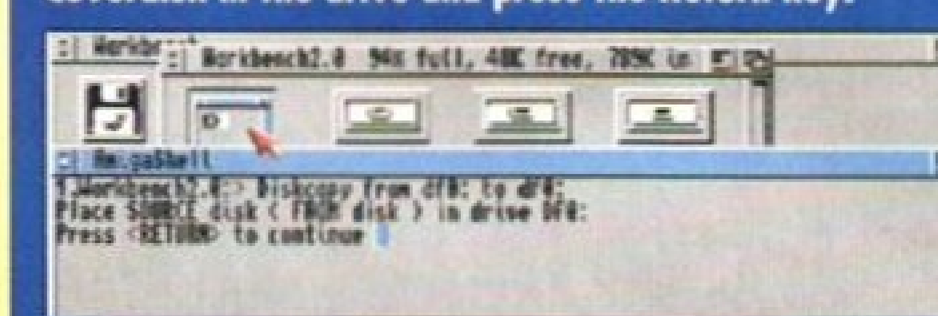
2 When the Shell window appears and the drive light is out, type in (DF0 as in Zero, not DFO as in Oops):

```
Diskcopy from DF0: to DF0:
```

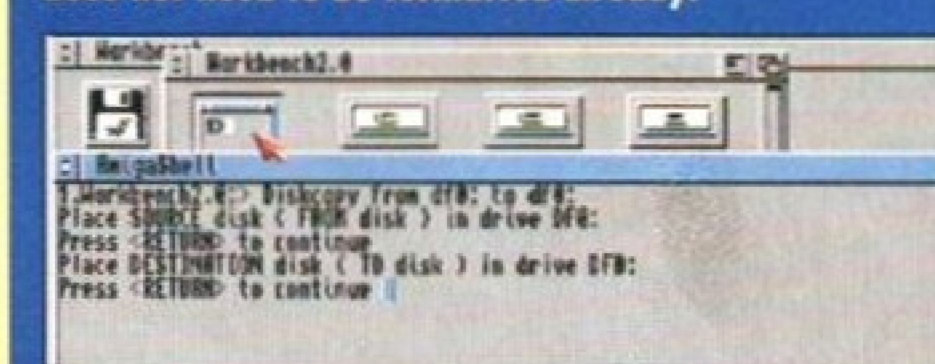
and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



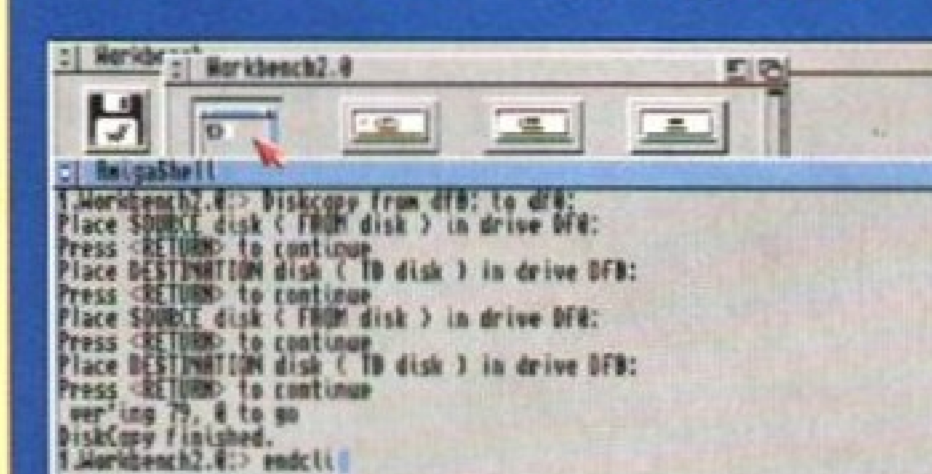
4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says 'Diskcopy Finished' just type in:

```
endcli
```

to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

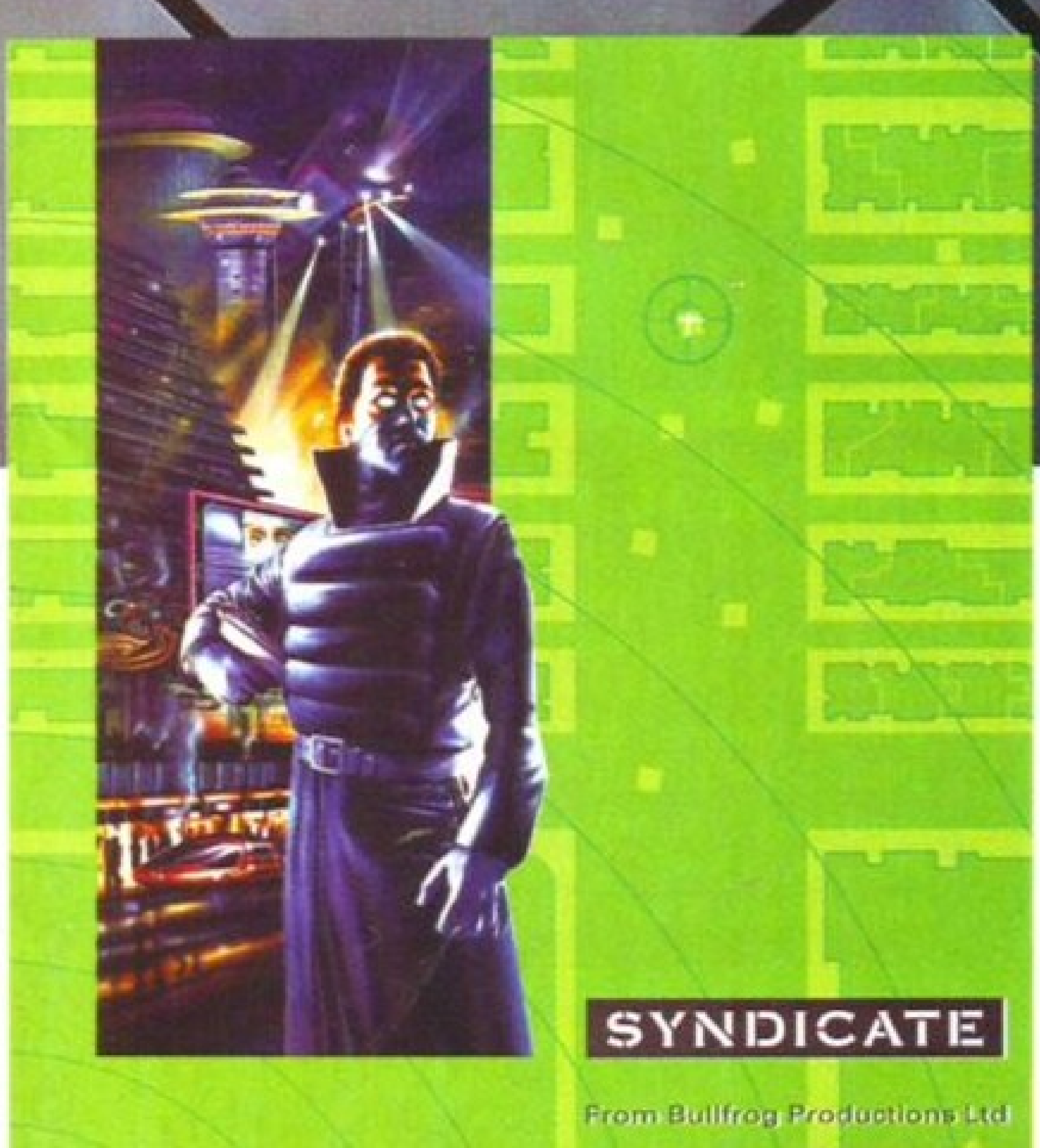


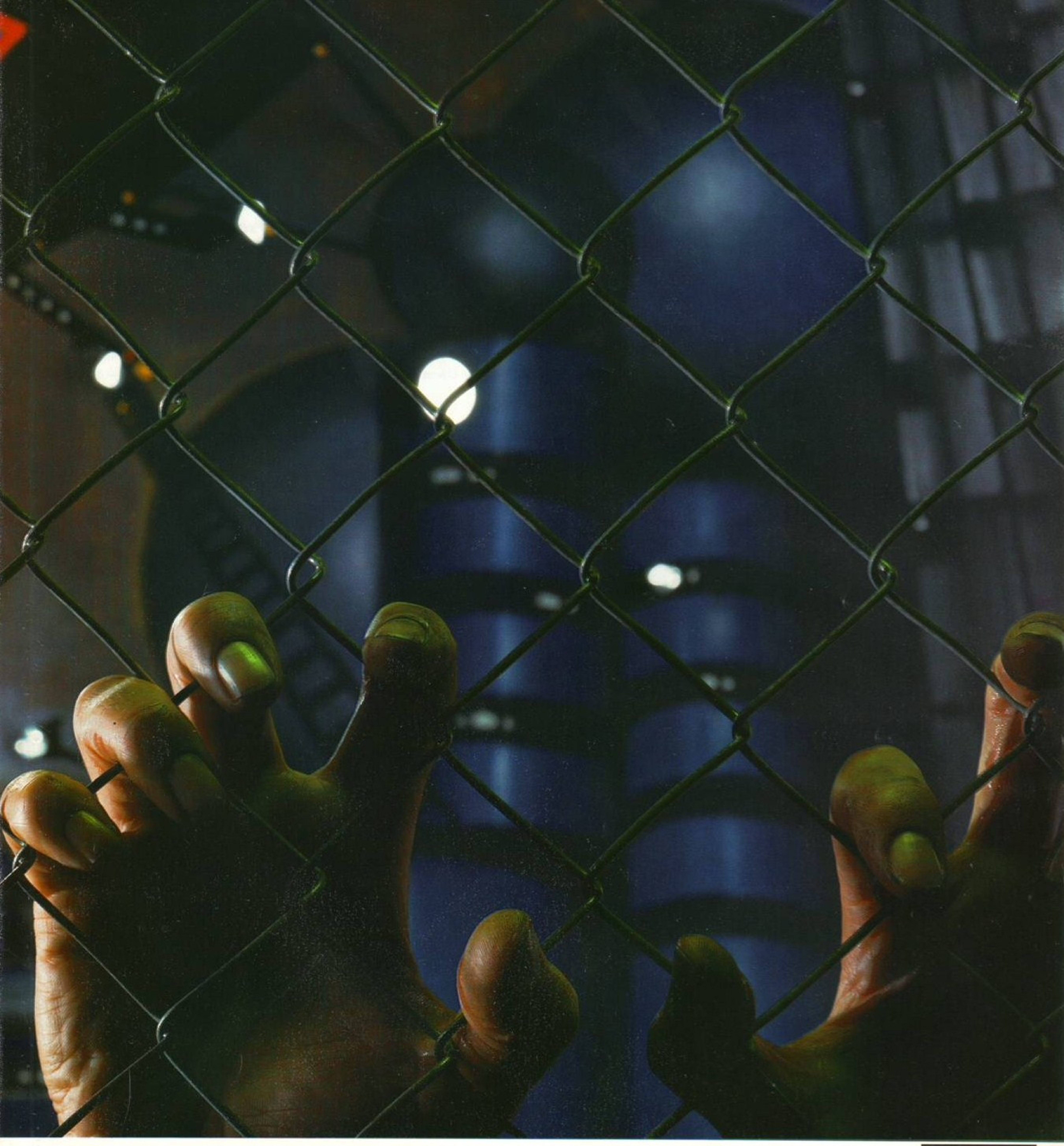
Disk not working

If for any reason your disk fails to work, and you have read the box entitled Getting Started, send your disk, with a stamped addressed envelope for its return to:

Amiga Format July Disk,
Disk Copy Labs Ltd,
Units 2&3, Omega Technical Centre,
Drayton Fields, Daventry,
Northants NN11 5RT.


SYNDICATE™
SPECIAL AGENT WILLIS
ACCEPT
PURCHASE


SYNDICATE
From Bullfrog Productions Ltd



PD-DIY

Create your own PD demo

OVER THE NEXT eight pages we show you how to use the software supplied on this month's two Coverdisks to add titles and animations to your videos using *Adorage*, create your own animations and put them into action with *View*, add music to your cartoon with *ProTracker*, and finally show you exactly how you can put all these stages together for your own motion masterpiece.

Adorage Demo

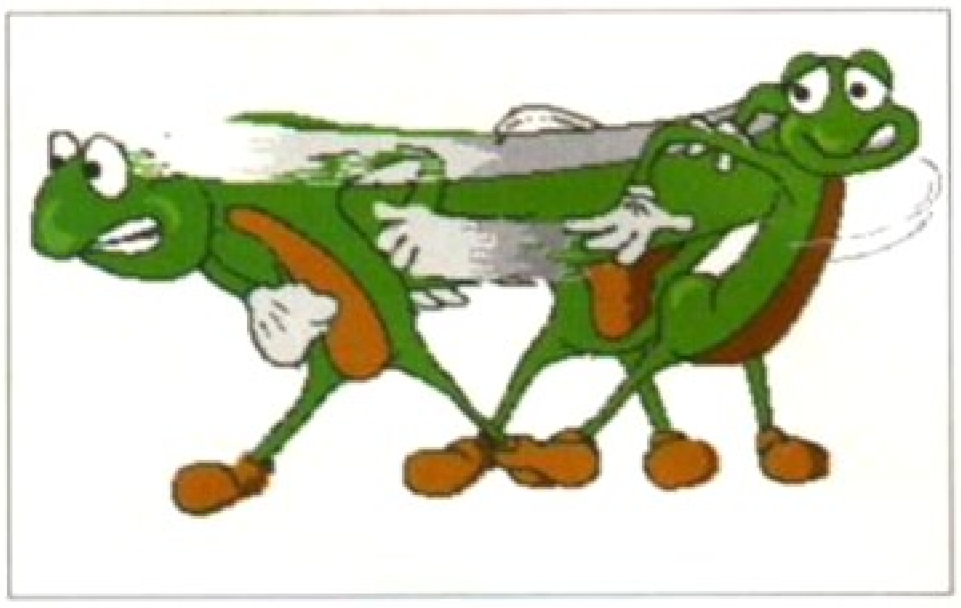
How to add titles and animations to your videos **Page 11**



For professional looking videos, adding creative titles and anims can make the world of difference. With a lot of time and patience you can do this using a paint program, but with MicroPACE's *Adorage* results are quickly and easily obtained. On Page 11 we take you one step at a time through using the demo version of this powerful video titling and animation utility on the Coverdisk.

Creating your own animations

Make cartoon characters on your Amiga, and make them move with View **Page 13**



Names like Chuck Jones, Don Bluth and Tex Avery are common in the world of cellular animation, as are companies such as Walt Disney and Warner Brothers. This is not surprising, considering that they have produced cartoons for the pleasure of people of all ages.

To be able to perform techniques such as drawing cartoons and animating them, without thousand of pounds worth of equipment (not to mention an army of artists), to their standard was well out of the reach of most people – until the Amiga arrived.

Computer animation is now taking off in a big way, with names such as Tobias Richter and Eric Schwartz becoming household names in the world of Amiga animation. This world is now open to you.

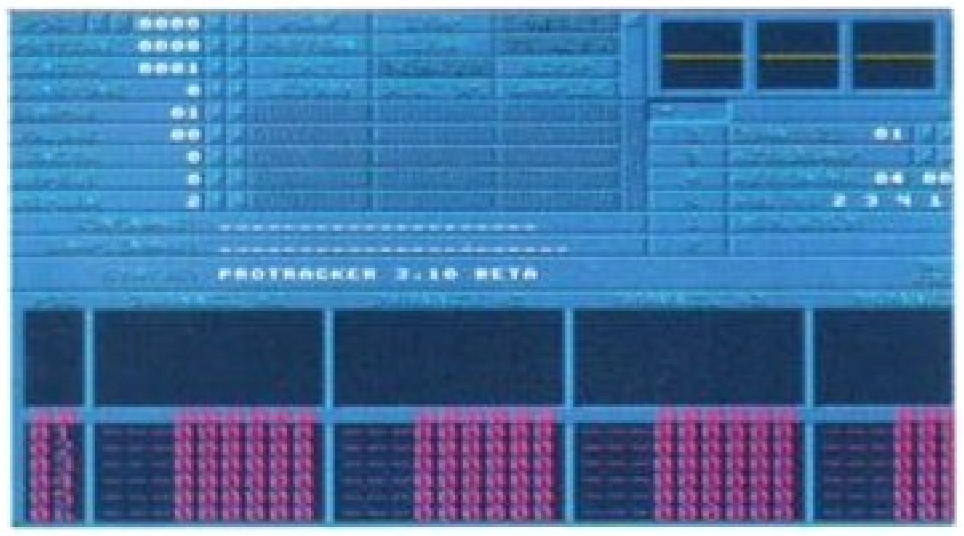
And to help you on your way, Roddy McMillan who has seven years experience as a computer animator and graphic artist, shows you the professional's tricks and techniques behind creating the best cartoon characters.

For this tutorial, you will need a paint package such as *Deluxe Paint III* or *IV*, a few blank disks, a pencil, an eraser, some paper and a few hours of spare time!

Plus: how to use *View* from your Coverdisk to make your animations move.

Making music with ProTracker

How to give your animations extra magic by adding music **Page 17**

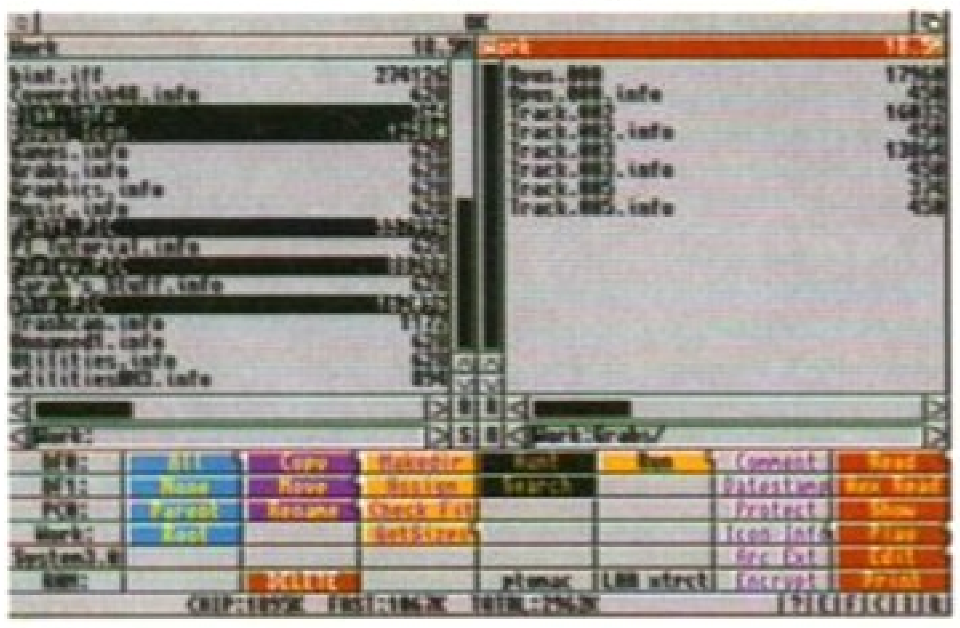


No matter how good your graphics or animations are, they will only really come alive if you add some sound to them. We've put the latest version of *ProTracker* and some samples and modules on our Coverdisk for you to use with the anims you create.

In our *ProTracker* tutorial, you will learn how to load and play the Coverdisk samples and then alter them to create your own music to suit the style and pace of your graphics or animations.

Putting it all together

The best way to put your creations into one working package **Page 20**



So you've drawn your characters, learnt how to make them move and have produced some great sounds. But how do you get them all working together? On Page 20 we show you the best steps you can take to make your animations move with *View*, play back your tunes with *NPlay* and make your *Adorage* illustrations speed up with Adoplay. Then – if you've not run out of creativity – how to produce your own unique masterpiece.

AMIGA FORMAT

PD-DIY
All you need to create your own PD demo

Adorage
Working demo of Micro-PACE'S video effects titler

ProTracker V3.10B
Sample sequencer for composing music

Samples, modules & animations

All Amigas ● Demos require 1 meg ●

ADORAGE IS A powerful video titling and animation utility. That is, it takes a single IFF file and can apply a variety of effects to it to produce animations for use as titles in videos, or as standalone animations with the player utility. This demo version is fully functional, except that you can't save the animations produced as IFF Anim files, so you can't import them into *DPaint* or any other paint program.

The demo version includes all of the effects in the commercial version, from pages blowing in the wind to pixelation. There are 14, and each of these has several variations, giving several hundred possibilities.

So how do you create an animation for use in a video? First, you need an image to animate. Because the images will be output to video, the best type to use is a high resolution interlaced image with only a few colours, although *Adorage* will work with all types of image. There was no space on the Coverdisk for any sample images, so you'll need to supply this.

Double clicking on the *Adorage* Icon in the *Adorage* Demo starts off the program and presents you with the main screen, as shown above right. From here, you can access all attributes of the program. For this example, we'll create a short anim showing the wind effect. It won't include a background image, so click on the 'background' box in the bottom right corner.

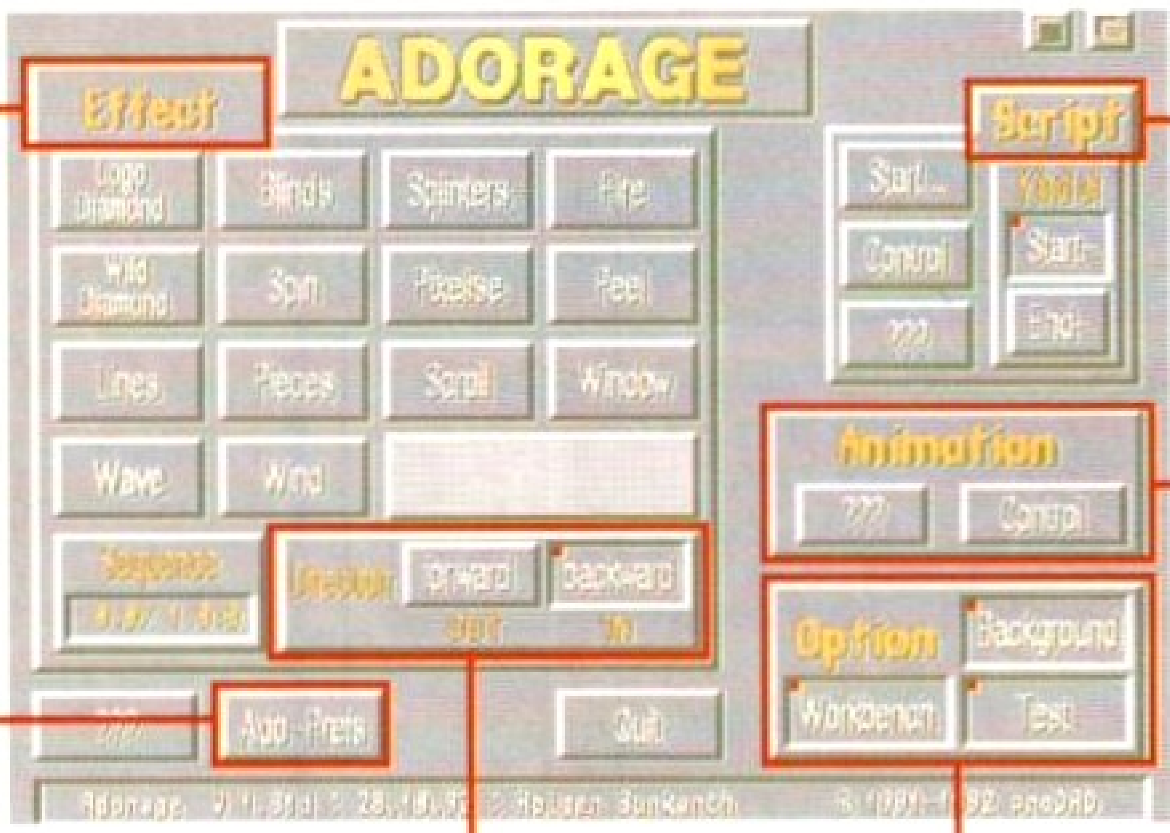
Click on the 'wind' button to select the effect, and on the 'fine' button under the helix heading to select the direction of the peel. This button is already selected, but you need to click to confirm this. Next, select the image to be used. 'Image repeat' is used if you've previously loaded an image, but we're loading in a new one in this example, so click on 'File select'. A 'Please insert volume ADORAGE' requester will appear, since the Coverdisk isn't named *Adorage*, cancel this, and a file requester appears. Select the image you want to animate, and click OK. This will load and display the image on screen. Clicking once brings up the requester, which is for what area of the image the effect acts on. Click on 'Full image' to set it to use the entire screen.

The final requester allows you to produce a test animation, or to produce the final animation. Clicking on 'Yes' produces a test animation, or clicking on 'SSA Recording' produces the final animation. To view this, click on 'Control' in the animation screen of the main menu, and select file from the edit animation menu. Clicking on 'Save' will bring up a requester where you can save the animation to disk.

Adorage uses a special animation format to produce smooth high-resolution images called SSA (Super Smooth Animation). This means that you can't use *View* to play these animations back, but Micro-PACE have included a standalone player, called Adoplay. This works from the CLI, and can be started by typing '*Adoplay* Filename', where the filename is the name of the saved SSA format animation.

Adorage

THE MAIN SCREEN: ACCESS TO ALL FEATURES



VIDEO EFFECTS - click here to select one of the various effects available within *Adorage*.

ADO-PREFS – sets various program parameters.

SCRIPT CONTROL scripts enable you to set up sequences of different effects, which can then be saved to disk.

ANIMATION CONTROLS - from here you can save, load or check the figures for the animation currently being worked on.

DIRECTION – determines whether an effect is played forward or back. For instance, forward starts from a blank screen and fades in the loaded image.

OPTION – these three buttons enable you to switch off Workbench, determine whether test animations are produced and whether background images are used.

FULL VERSION OF ADORAGE

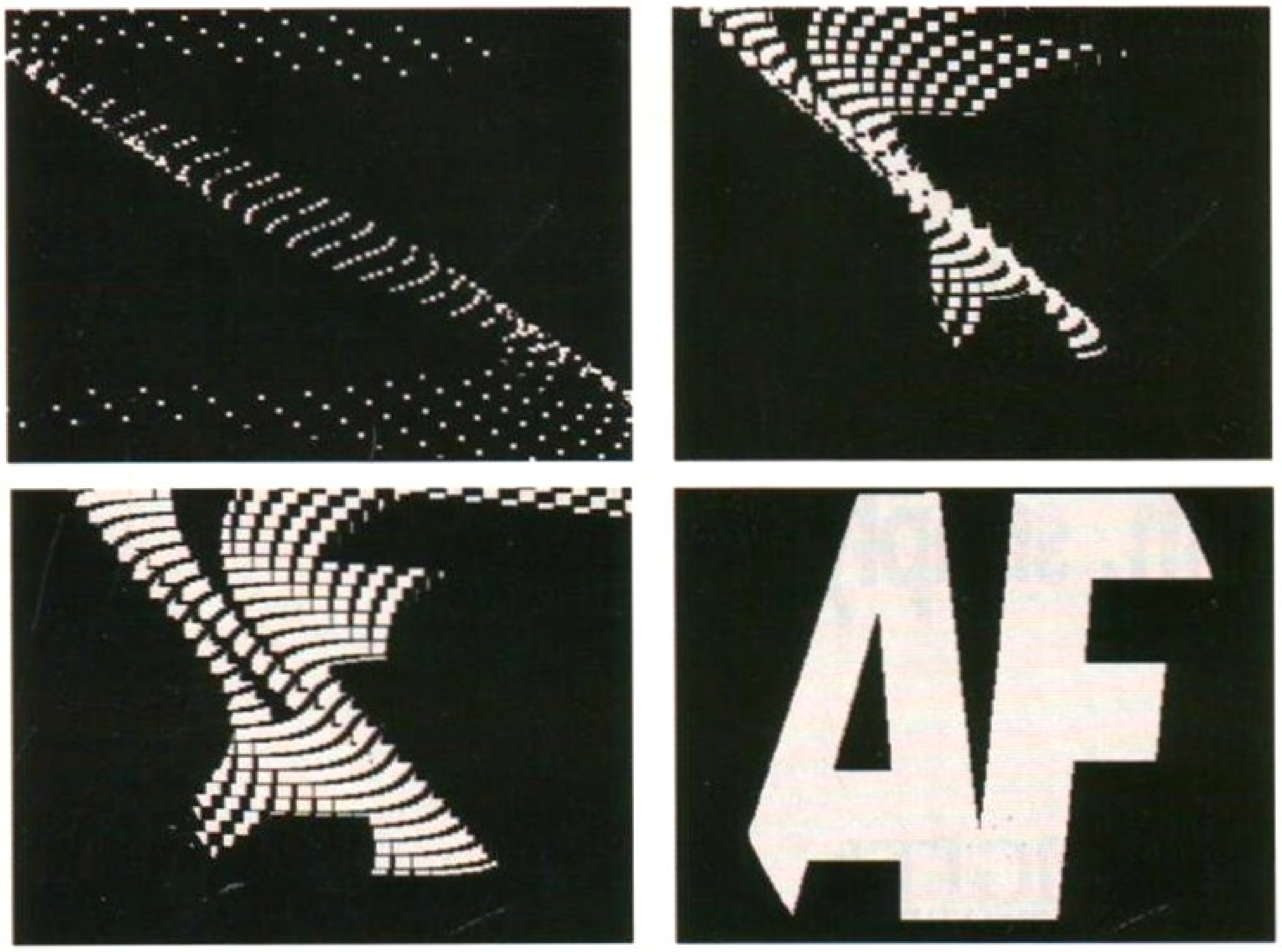
The full version of *Adorage* is available from:
Micro-PACE
Unit 10
Perth Trading Estate
Perth avenue
Slough
Berks SL1 4XX
Tel: 0753 551888

MUSIC? NO!

Unfortunately, it's not possible to play a music module and view an SSA animation at the same time, since the SSA player program seems to turn off the Amiga multitasking in order to achieve the smoothest animations possible. This means that you can't include SSA animations as part of your demo created with this month's tutorial, unless you play the SSA animation first and start the music afterwards.

HERE'S ONE I MADE EARLIER

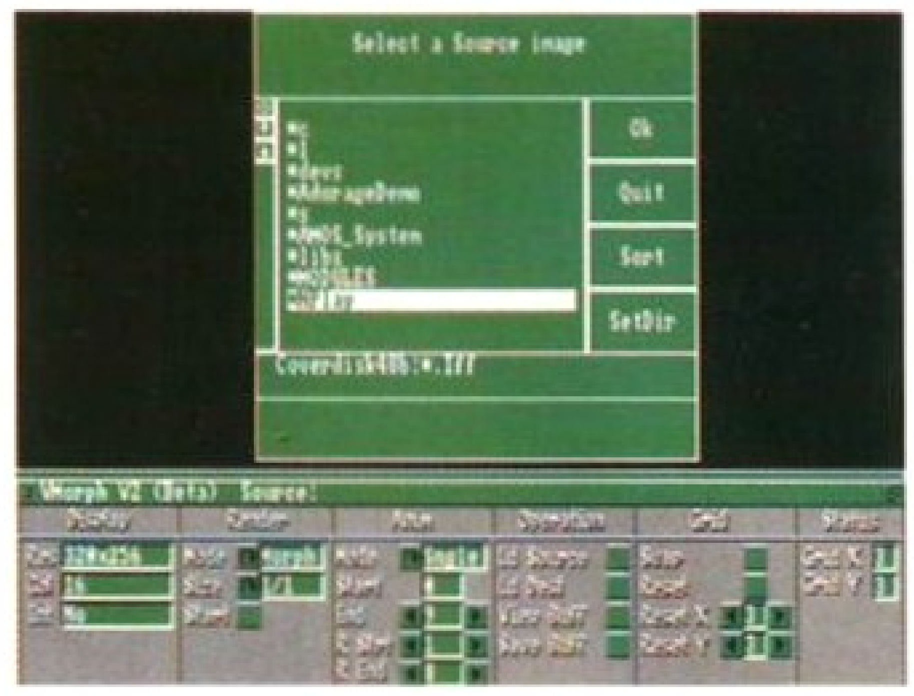
Frames from an animation showing the 'wind' effect in Adorage.



PD-DIY

VMORPH v2B

Lee Wilkie ■ All 1Mb Amigas



VMorph **uses the standard** ***AMOS*** **requesters, which means it looks slightly unfriendly. This, however, conceals a great bit of programming.**

If you are going to run this program, WRITE PROTECT your Coverdisk. Move the tab in the corner of the disk so that the hole is showing. This isn't absolutely vital, but *VMorph* doesn't really like working with almost full disks – it needs space in which to work.

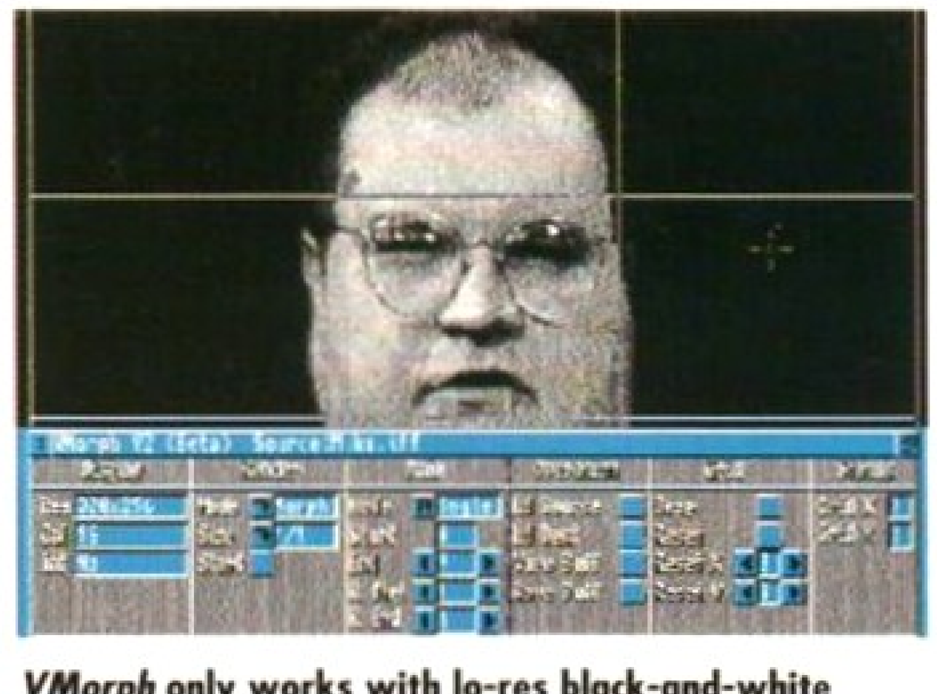
Ideally, copy the Coverdisk, delete some bits of the Copy (like the *Adorage* Demo, *ProTracker* and *NPlay*) and then use *VMorph*. If you are wondering what the program does after those dire warnings – it's a simple morphing program written in *AMOS*, to work out a transition from one grey scale image to another.

VMorph only works with lo-res (320 X 256) 16 colour screens that have been mapped with colour zero as black, colour 15 as white, and the colours in the middle as increasingly bright shades of grey. So before using the program, get a few such pictures in IFF form on a disk.

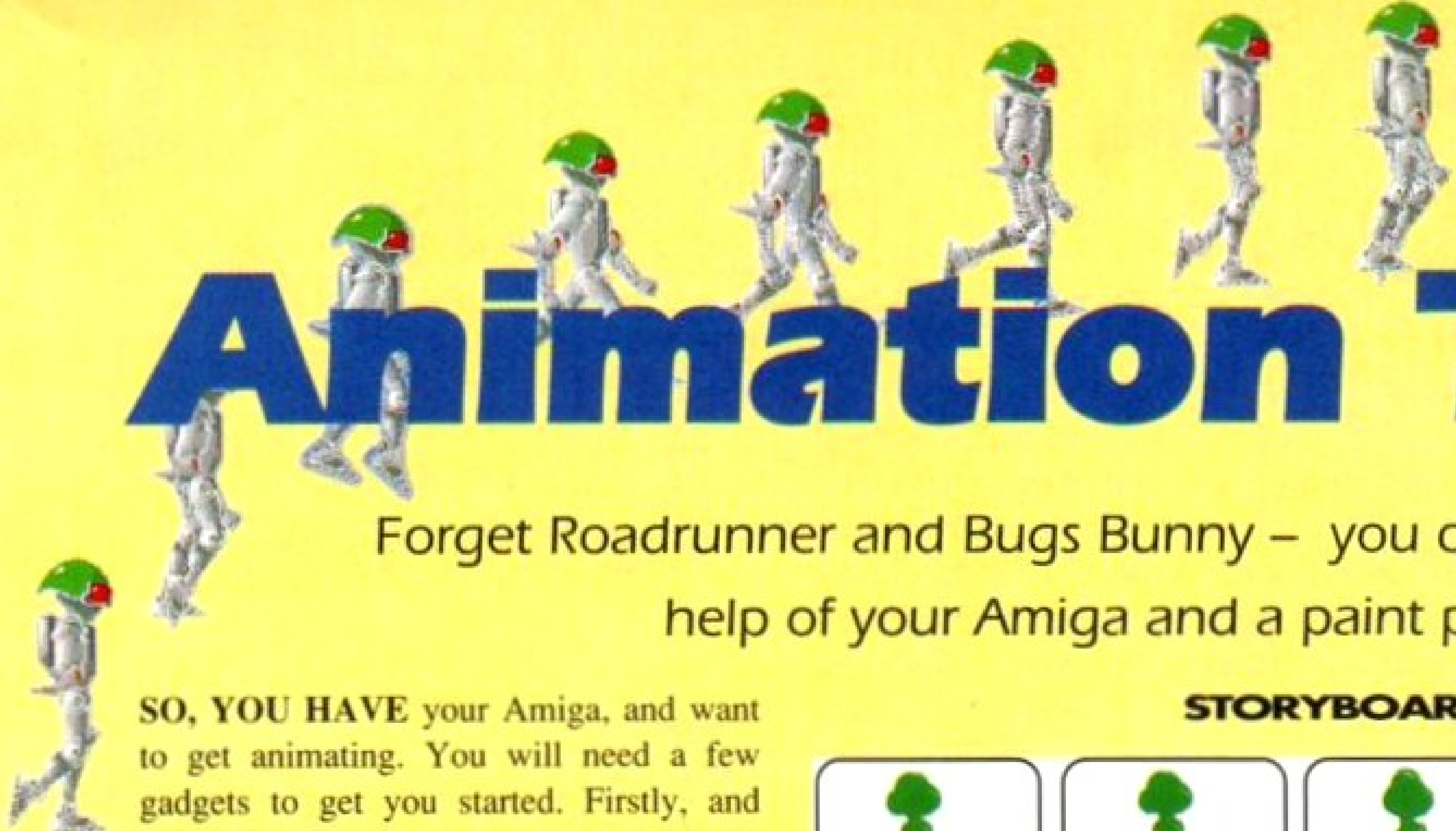
The first thing the program asks you to do is select source and destination images. It uses the clunky, but effective, *AMOS* file requester – press the right mouse button to get a list of available drives, and the left mouse button to select disks, directories and files.

The way it works goes like this: the source and destination pictures have a grid overlaid. Intersections on the grid can be clicked on and moved. Think of it as printing a picture on a rubber sheet, and then twisting and distorting the sheet. Finally, *VMorph* will work out individual frames in between the first and second images.

What tends to happen is that the images in the middle are subtle blends of the first and second images. OK, *VMorph* isn't a patch on *MorphPlus* – but it doesn't cost nearly as much as that program. Have fun experimenting, read the documentation (the example IFF pictures are not included on the Coverdisk) and do get in contact with the author if you have any suggestions for improvement.



VMorph **only works with lo-res black-and-white images, but it's capable of producing great results.**



Animation Tutorial

PD-DIY

Forget Roadrunner and Bugs Bunny – you can make your own cartoon characters with the help of your Amiga and a paint package. **Roddy McMillan** shows you how…

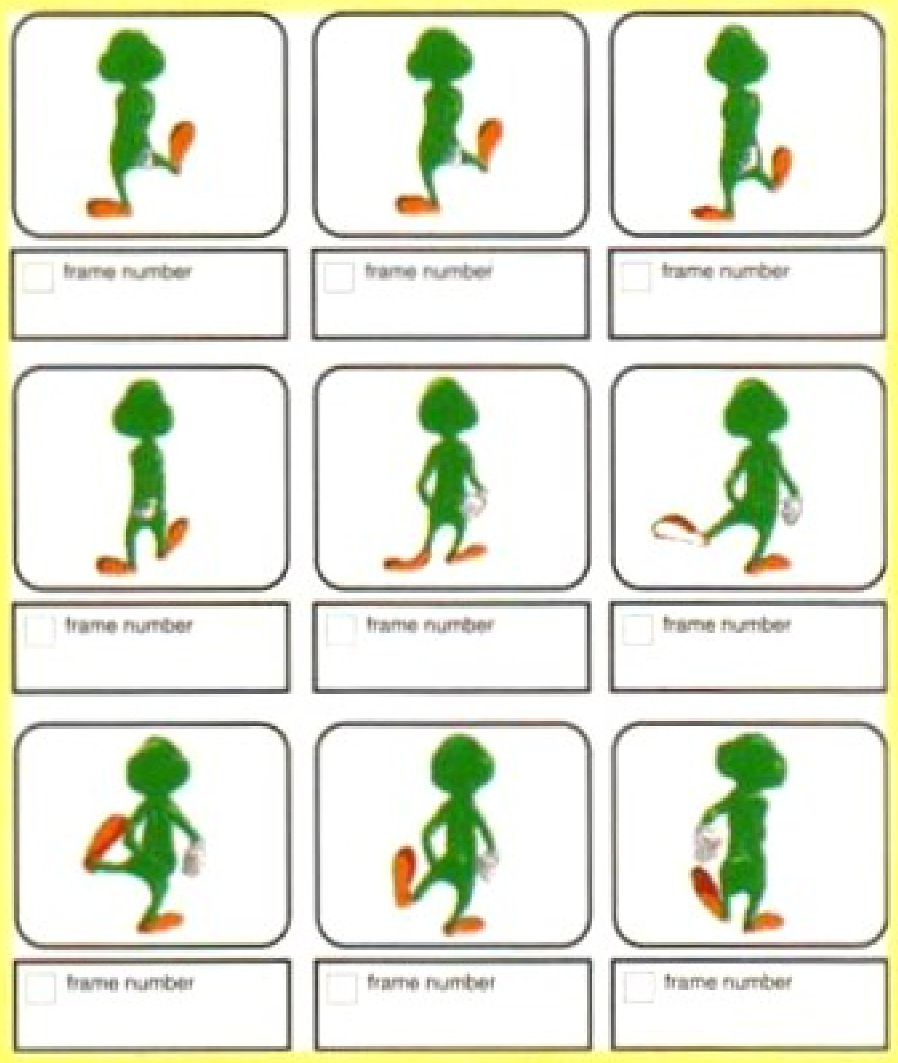
SO, YOU HAVE your Amiga, and want to get animating. You will need a few gadgets to get you started. Firstly, and most importantly, you need as much memory as possible – large animations eat it for breakfast, lunch and dinner. This tutorial is based on a standard 1Mb (chip memory) Amiga using a paint package (like *Spectracolor* which is available on the cover of *AF*36 – see page 150). This uses two forms of animation – compressed and expanded. Use the compressed form to save memory; the program only saves the changes between each frame and not the whole picture.

When you have completed an animation you need a way of displaying it. *PP.Anim* – available from most PD libraries – is extremely effective, compressing the size of your finished animations. It also enables you to append your animations so that they can be displayed as one continuous movie.

You may want to add sound samples to your animations. Packages such as Rombo's *Take 2* or *Deluxe Video III* can do this, and they also display animations created in *DPaint*. For original sound effects you'll need a sound sampler; it will cost around £30.

For this tutorial, all you need is *Deluxe Paint III* or *IV*, a few blank disks, a pencil, an eraser, some paper and a little spare time.

STORYBOARD



A well-planned storyboard is the starting point for all the best animations.

Before you create your animation you should plan it using a storyboard. A sheet of photocopied paper with boxes for 'thumbnail' sketches, with a space below them for comments about the action and sound effects, is ideal. If you think that sounds a little too Spielberg-ish for your needs, think again. The purpose of this is to devise a sketch or funny action that you want your character to perform. Take some time to think it through and remember that good planning makes for good animation.

For a 1Mb machine, draw your animations and storyboard relatively small with only one or two backgrounds. Give your background a border around the edge of the picture, since this will save memory – the bigger the border, the more memory you will save.

CREATING YOUR ANIMATION

Now you must select a palette for your animbrushes and backgrounds. Select the number of colours you want to use from within *DPaint* and make sure you use the same palette as the background for the brushes. The fewer colours you use, the more memory you will save – 16 colours provides a good compromise between memory and picture quality. When you are satisfied with your palette, save it to disk for future use.

SCENES AND BACKGROUND

Examine your storyboard and draw your backgrounds, remembering to use the palette you saved earlier, and put a border around the drawing. Use perspective and simple colouring, but make sure your backgrounds are constructed from outlines that are filled. The more pixels you use, the more memory you use. Save the backgrounds to disk.

CELLS OR ANIMBRUSHES

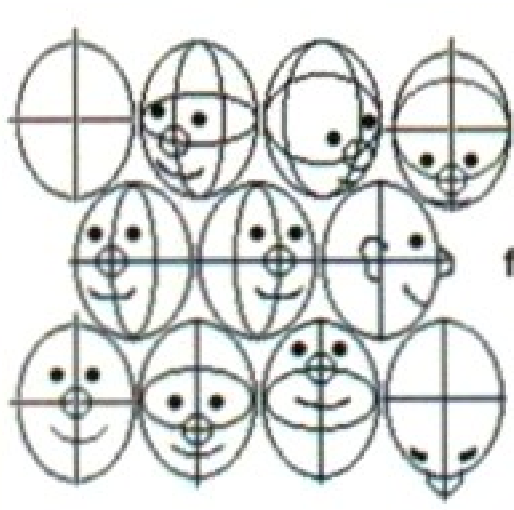
Next you have to create your props and character animations. If you are lucky enough to own *DPaint IV* you should use the light table function, but if not you can flick through the frames using 'Next' and 'Previous' (1 and 2 keys on the keyboard) to step through your

Continued overleaf

CREATING YOUR OWN CHARACTERS



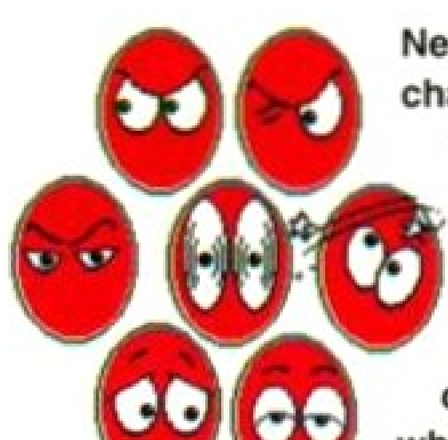
Before you start drawing on your Amiga, you need to create the character that will appear in your animation by drawing on a model sheet – a piece, or several pieces of paper that depict your character in many poses with different expressions. It will be a guide for you when you're animating, and will make you more confident before drawing your character on the screen and animating it.



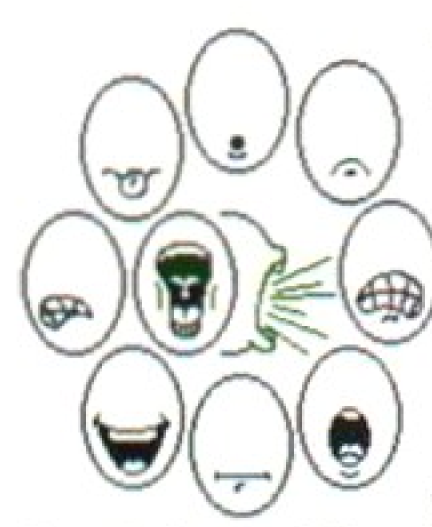
First of all decide what kind of creature/object your character will be. Start with something fairly simple and gradually move on to more complex creatures as you become more competent. Try drawing the body of your character from many different angles, until you are absolutely happy with it. Now add a head, which you can draw with ellipses. If you have created an object without a head, this technique is still useful because you can position features easily on any round section of the character.



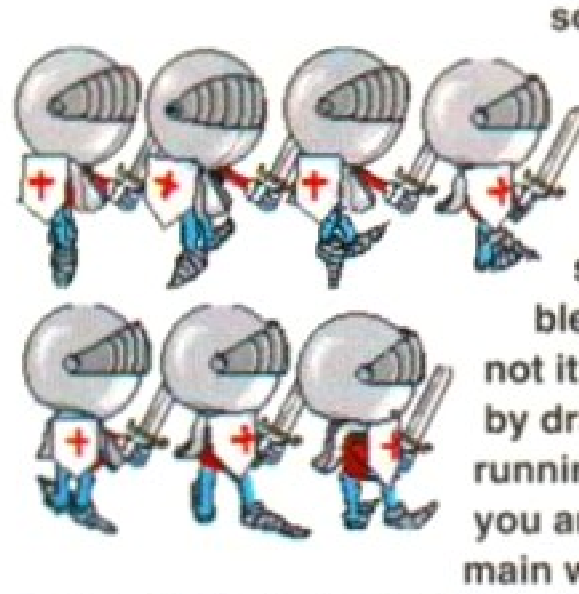
Now try having a go at drawing the hands for the character. Hands can be positioned anywhere around the body, making it easier to add arms later, so try drawing many different hand shapes using the hand you are not drawing with as a guide. A lot of cartoon characters wear gloves, so your basic hand shapes can be easily converted to gloves, by drawing two to three lines on the back of the hand and a small rim around the opening of the glove. Draw several sets of hands, at odd angles, extended and clasped to give your hand a variety of expressions.



Next off you have to make the character see, so the eyes have to be added. You can alter the shape of the eyes to suit your character. Also, enlargement or shrinking of the pupils can add various effects which will add to the character of the animation. Use the eyebrows to express emotion – and don't be afraid to use the popular 'bug-eye' technique of extending the eyes out from their sockets.



The character needs a mouth to produce speech and mouths, like eyes, can dramatically change in size to emphasise a mood. The showing of teeth and the tongue also add realism. Practice movements of speech on paper to give you an idea of the many different shapes. This will be useful for lip-syncing sound later on.



Your character has to be made mobile. It could spring, slither, inch or wobble, but more often than not it will walk or run. Start by drawing walking and running positions. When you are confident with the main walk and runs, you can add angles to them for better effect, so try drawing the legs and feet in different walking and running positions.

Draw the character in different actions. Start with a faint outline to plan the pose, and then use harder lines when the position looks right. You can now create a full model sheet by drawing poses of all your character's traits and actions.

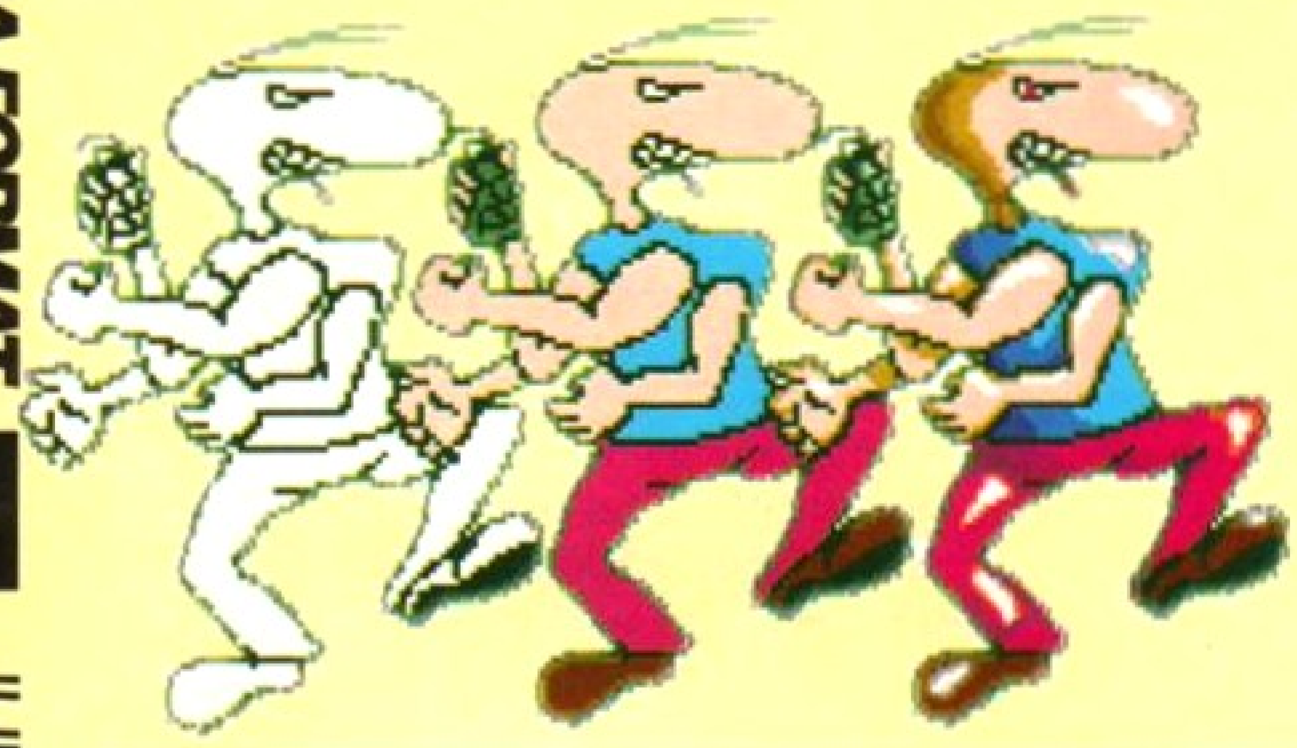
PD-DIY





animation. When you get more advanced, it is wise to get a video digitising set-up, so that you can draw the characters on paper and then, using a video camera, digitise them. The digitised frames can then be loaded into *DPaint* to be touched up and coloured.

Using your storyboard you can create all the cells needed to make a story or sketch. First, create brushes and anim brushes, and save them for re-loading on to the background when you put your animation together. When creating your brushes and anim brushes, it is important that you do all your drawing on the background colour, which is the first colour in the palette. If you don't, and you attempt to pick up the brush and stamp it down on your background, the blank area within the brush will also be stamped down, thus wiping out a brush-sized rectangular area of your background. So, when you pick up your brushes make sure that you click the right mouse button on the first colour in the palette to ensure that you are using the background colour.



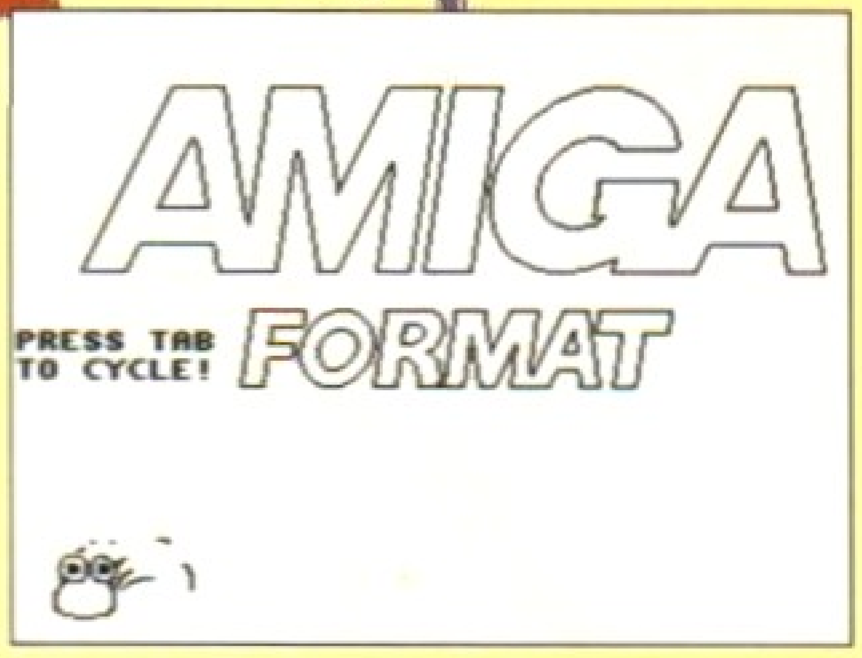
Start designing your character with a simple black outline, and gradually add the embellishments that will bring it to life.

Draw brushes using your model sheet for reference, and your own non-drawing hand as a reference for hand drawings. Flip backwards and forwards through your animation to make sure it looks right. When you draw, use black outline drawings at first, making it easy to edit the character, and then colour it in using the 'Fill' command in *DPaint*. Then add shadows and highlights to give your animation far more depth, and make your characters look more solid. By using outlines, you can quickly construct your characters, but make sure all the lines you have drawn connect up, or when you attempt to fill them it will 'leak' into the background. It's advisable to draw cycling animations, because these seem to be continuous because the last frame follows through to the first. This is used for walks and runs to save on frames.

If you become stuck with a position or expression, simply try it out on paper for speed, and go back to your computer to try it again. Use plenty of face and hand movements to make your animation more entertaining.

COLOUR CYCLING

This form of animation is unique to computer users. It involves creating a picture with many frames, rather than many frames with a picture. Each frame is made from the next colour in the palette. When you have drawn all the steps on your picture (in the following palette colour), click the right mouse button on the selected colour display just above the palette. Now make all the colours the same. Use white to simulate the colour of paper. Make one colour black (preferably the start frame colour). Exit the palette requester, and select



Colour cycling sets your animation into motion, and it's a technique unique to computer users.

Ranges from the colour menu. Clear the current range and make your own, starting with the black colour and all the subsequent whites.

On the same menu you will notice a colour cycling bar – click and hold your mouse button on the slider and alter it to the desired speed. While you are doing this, you will see your animation running. Exit the ranges requester and press the Tab key to preview your work. You can use the F9 and F10 keys to remove the border bars. On the *Syndicate* Coverdisk, there is a colour cycling picture (Walkrun anim) which you can load in and press Tab. The Tab key is situated to the left of your keyboard and may have two arrows on pointing left and right.

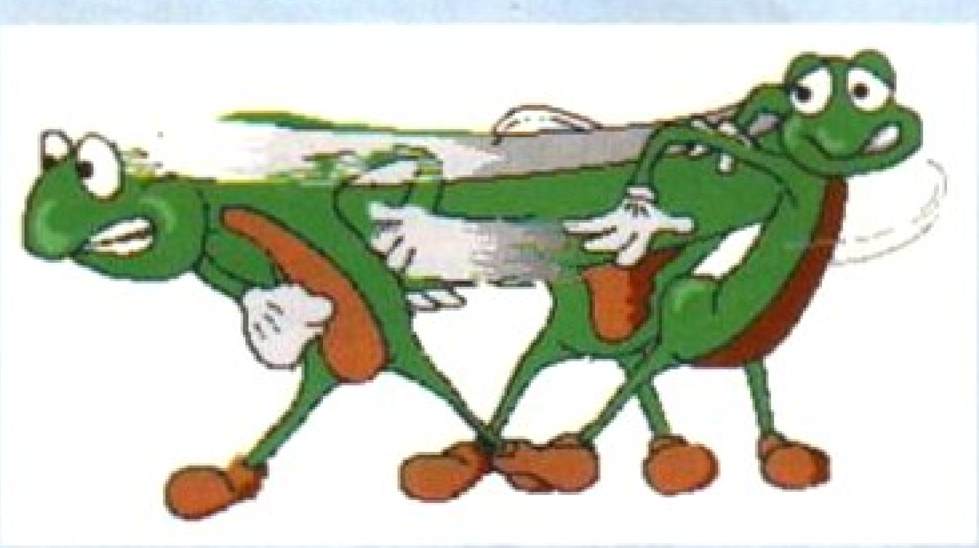
EXAGGERATION

If you exaggerate something in your cartoon, exaggerate it to the furthest position, and double it. This may not always be the best thing to do, but if your character is going to open a door from eight feet away you need to stretch its arm. Exaggeration will enhance the elastic feeling of your creation, making it more toony.

USE THESE ANIMATION TECHNIQUES TO CREATE

There are many techniques used to help make your animations look professional, and here are a few of the most useful ones.

MOTION BLUR



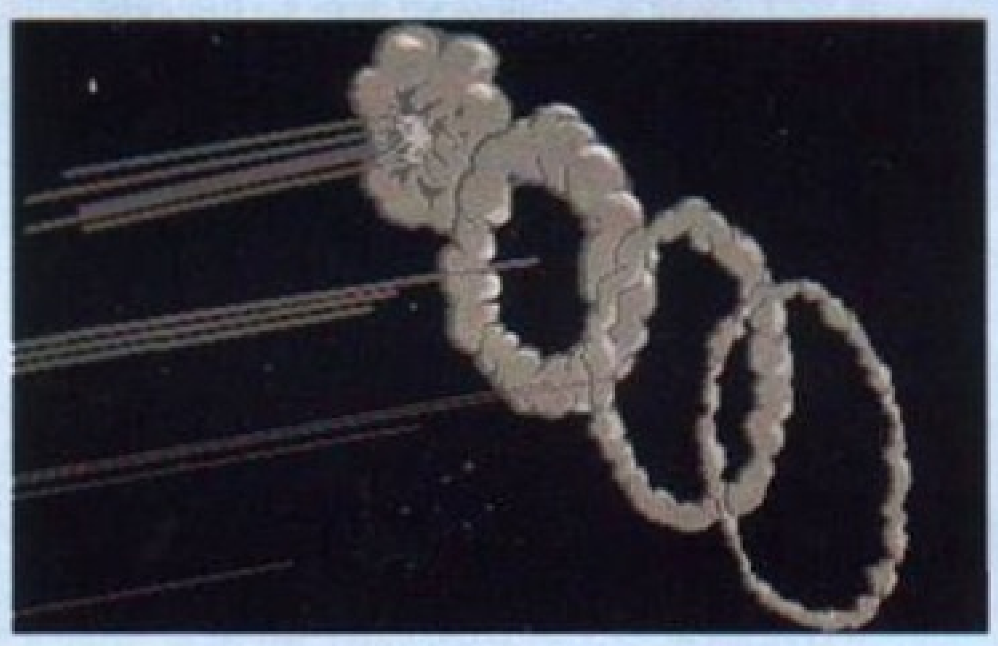
This makes your character look like it is moving from one position to another very fast, without using many frames. Draw the start frame, then skip a frame, and then draw the end position frame. Pick the end frame up as a brush and then stamp it down on the frame that was skipped. Then pick up the start frame and stamp this down in the correct position on the middle frame. Now use the curve tool to draw curves between the two positions of your character, and then fill these in using the desired colour. Make the start of the motion blur dark, and gradually make it lighter towards the end position of your character. When you play the animation you will see the first frame, then the 'whooosh' combination joined by the curved lines, and finally you will see the end frame.

SQUASH AND STRETCH



This is used with all cartoon characters to give them an elastic feel, enabling them to be squashed, catapulted or bounced without injury. This is a must technique for all animators.

MOVEMENT LINES



Lines can be added to emphasise movement. They are usually dark and closely spaced near the character, but faded out and spaced further apart moving away from the character. They can be used to express a loud noise or a character shouting, by using straight lines emanating from the source of the noise.

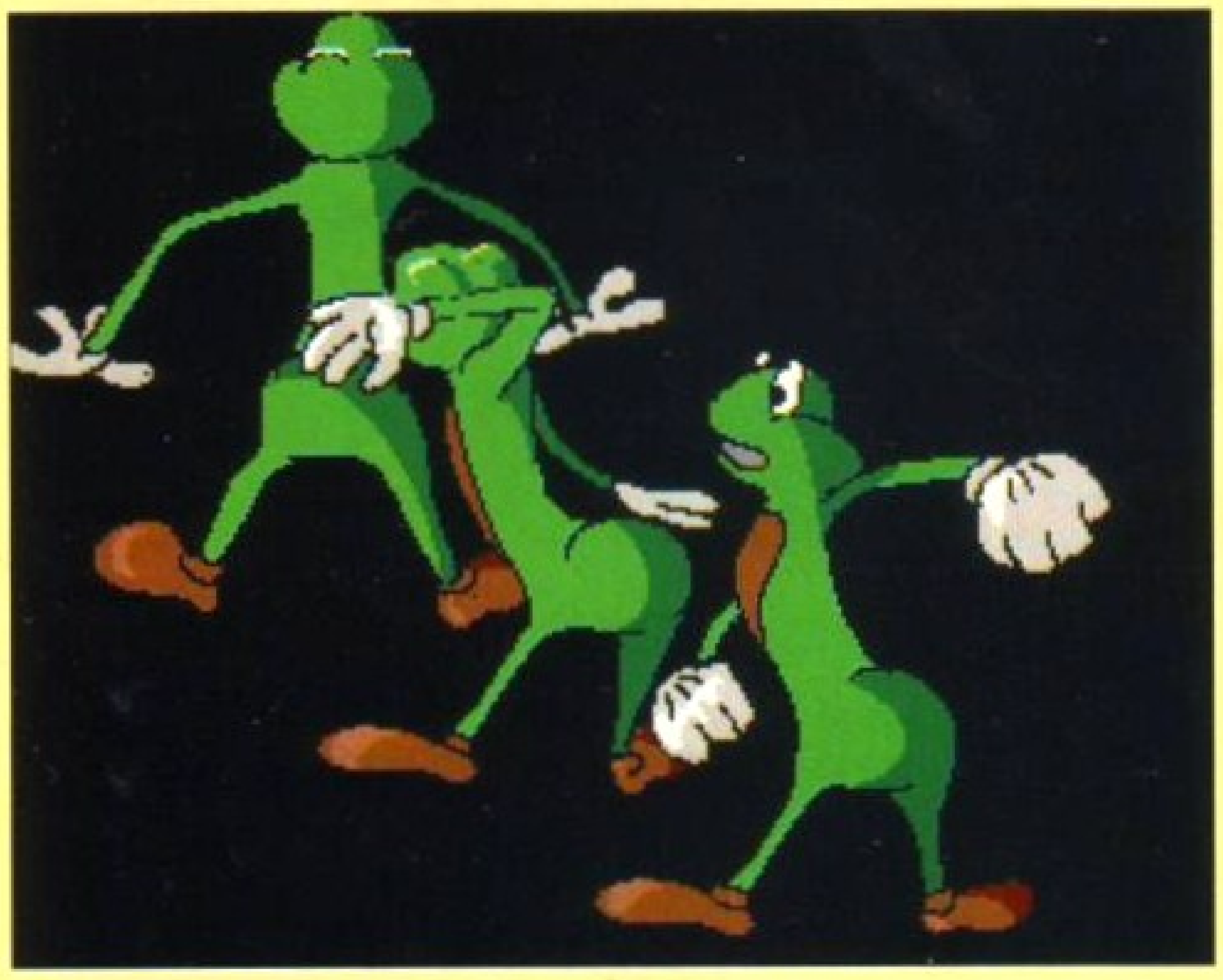
MORPHING

If you have *DPaint IV*, you can use the 'Metamorph' command. Simply pick up the brush on the frame that the morphing starts at, go to the Brush pull



down menu, select Spare, and the Brush->Spare. Now pick up the brush on the end frame of the animation and select Spare from the Brush pull down menu. Then select Brush <-> Spare, Spare and then Metamorph. *DPaint* will then make an animbrush,

PD-DIY



ANTICIPATION AND REACTION

If you execute an action, you usually go straight into it – running, climbing, pressing, jumping, and so on. But cartoons appear to pause, make a movement in the opposite direction, and then move into action. This technique exaggerates the action, often making it more enjoyable to watch.

In the example anim on the other Coverdisk, Maxel Mite is about to run off into the distance. Instead of just running off, he primes himself first by flinging his arm backwards with a slight turn of the body. This movement shows he is about to do something. You can make use of this method as often as you wish with the characters in your own animations – before jumping, crouch; before crouching, jump; before pressing, swing the hand in the opposite direction. It is much more enjoyable to see a sheep walk up to a fence, pause, squat down and then jump over the fence, than to simply see it walk up to the fence and jump over it.

Cartoon characters rarely do anything without emphasis, so make each action memorable with the addition of pauses and exaggerated movement.

MOVIE MAKING

Most of the main animation techniques have been simply explained to help in your animation creating. Construct your animbrushes and brushes with outlines first, then colour them in and save your work regularly. When you have created all the needed cells for your storyboarded script, clear all frames. Set a required amount of frames – this can be lengthened or shortened as you're making your sketch. Load in the background for your first/subsequent sketch(s). Following the storyboard, load in and stamp down your animbrushes/brushes. Make sure you advance a frame each time you stamp a cell. A quick way of doing this is by holding down the left or right Alt key – each time you stamp a cell down from your animbrush/brush the computer will automatically advance one frame. This is called Anim Painting. It is better to do your sketch/movie in parts as *PP-Anim* can append your parts into one whole part or movie.

If you become very interested in movie making, a package called *MovieSetter* is worth getting hold of. You can use it to create animbrushes that use much less memory, import IFF brushes from *DPaint*, add sound effects, colour cycle and palette changes, scroll backgrounds using its own routines so there's no extra memory usage, add fades and wipes, and generally produce high quality animations that take up little memory space.

There are other packages available for creating cartoons – *Fantavision*, *Walt Disney's Animation Studio*, *Take 2*, *Director 1& 2*, *Deluxe Video III*, plus several PD packages – *TACK*, *Audio Animator* and *Animation Station*. But the best of the bunch is *MovieSetter* (from Gold Disk 0101-416-602-4000).

Now you're on the road to becoming an animator, practice will make you better – if not perfect. For help, visit your local library or buy these books: *From Script to Screen*, Chuck Amuck (Chuck Jones), *The Warner Bros Book of Animation*, *Drawing Cartoons* (Stuart Trotter), *The Encyclopaedia of Animated Cartoons* (Jeff Lenburg).

If you do produce an animation that is funny or has taken an age to produce, why not send it to the PD libraries so everyone can enjoy your work. Happy animating!

VIEW - SIMPLE BUT INVALUABLE

What happens when you get hold of an animation that is too big to load into *Deluxe Paint*? One answer is provided on the *Syndicate* Coverdisk. It's called *View*, and was written by Michael Hartmann before he joined Progressive Peripherals and Software.

To use it, simply click once on the icon, and hold down the Shift key. Then double click on the icon of the animation that you want to play. Simple, eh?

A couple of notes; *View* is too old to handle animations created in the AGA graphic modes of the A1200 and A4000, so don't try running 256-colour or HAM8 animations.

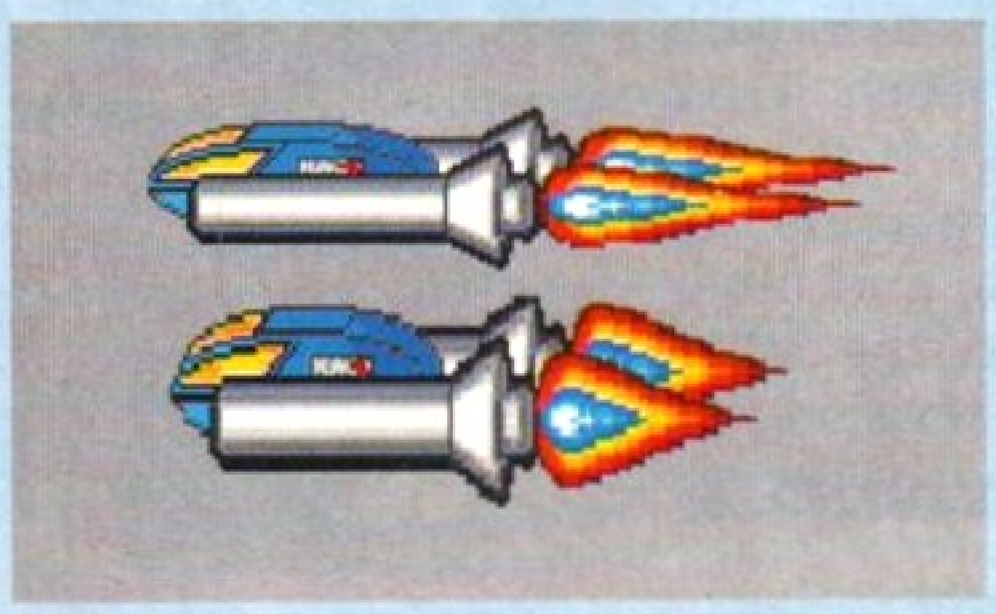
Second, *View* and a few other animation utilities, plus the full program *Animation Station*, were given away on the Coverdisk of *Amiga Format* 37 which is available from Back Issues on page 150.

YOUR OWN PROFESSIONAL-LOOKING CARTOONS

with cell morphing from the first brush you picked up to the last. The morph command can be used to make good explosions of objects by using your first brush (the object you want to explode) and second brush, which will consist of several pixels placed randomly around the edges of your previous brush. When you morph between these two brushes your object will appear to explode into many pieces.

ENLARGE/SHRINK

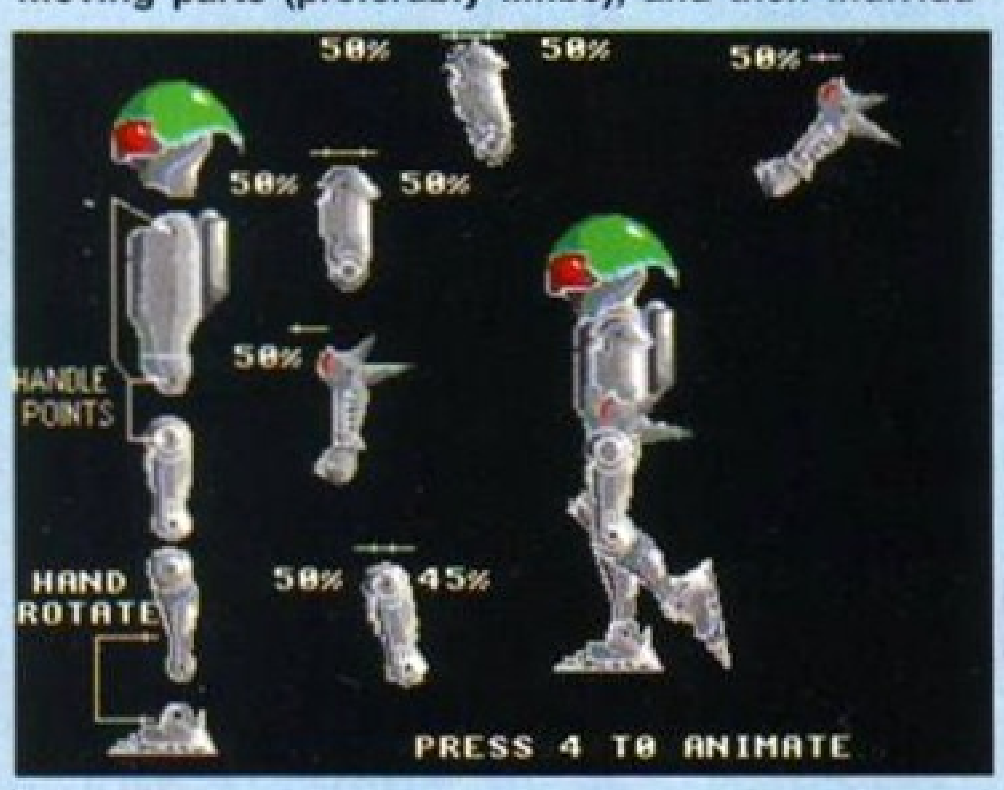
To give the impression of body, and to make your character look full, you might need to use enlarging and shrinking. This technique is used on moving



objects so that they seem to swell and decrease constantly, giving them the feeling of life, such as a heartbeat for example. The swells need only be minimal, but noticeable enough to give your character a bit of life and movement.

ROBOTICS

Objects and characters can be animated using the move requester and the brush handle/place functions. Simply create an object or character with moving parts (preferably limbs), and then individu-



ally draw each separate moving part – head, body, upper arm, lower arm, upper leg, lower leg. Now, stamp the body down on several frames, say 12. Now pick up the head and stamp it down on the body in slightly different positions for each frame.

Adding the upper arms and legs is simple. Pick up your limb as a brush and select handle place from the brush menu. Now, press the left mouse button over the place where you want your limb to rotate. Stamp down your brush in the correct place, and select the anim pull-down menu and then Move. You can adjust the rotation and the amount of frames that you wish to rotate over. Click on Preview to check that the rotation will be correct. If it isn't, try again and remember that for rotation in the opposite direction you need to put a '-' sign before the number.

If you have 12 frames, you go from the middle to right, then right to middle, middle to left and finally left to middle. Each section will use four frames, so when finished the last frame will loop into the first frame of the 12. Now we have to make an animbrush of the lower arm and use the brush Handle command on the lower arm to position it correctly. Then, rotate it over six frames from middle to left, and then from the left position to the middle over six frames. Most of the angles used for body walking will be about 50 per cent. After each section remember to pick up the rotated brush position and place the handle/rotation position. Repeat this process for the upper leg. The lower leg and foot are a bit tricky, so it is easier to rotate them manually using the rotate any angle function from the brush menu.

ARCING

Most cartoon movements are made using arcs. This is so your character doesn't look robotic and it makes the character look more life-like. So use this in movements such as arm swinging, head turning, bending, and so on.

Your Specialist



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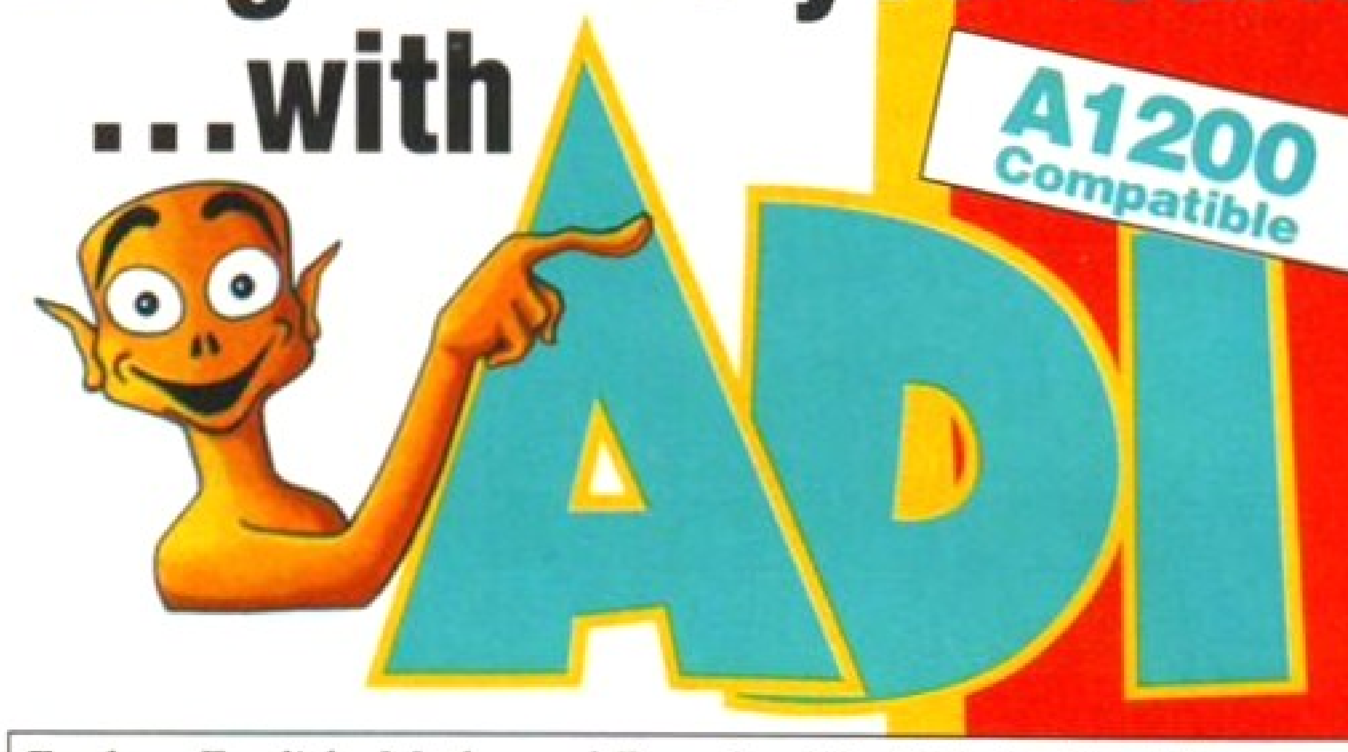
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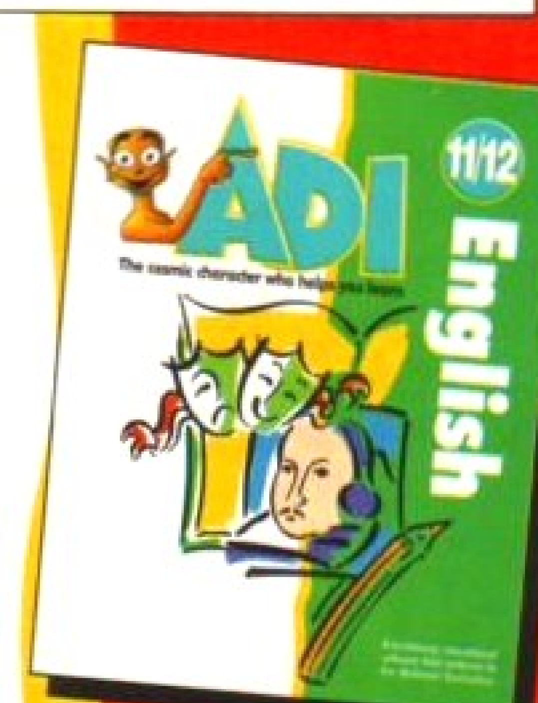
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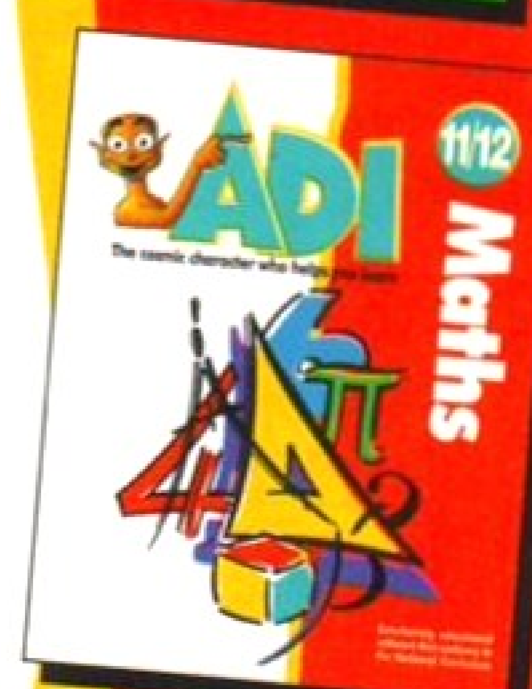
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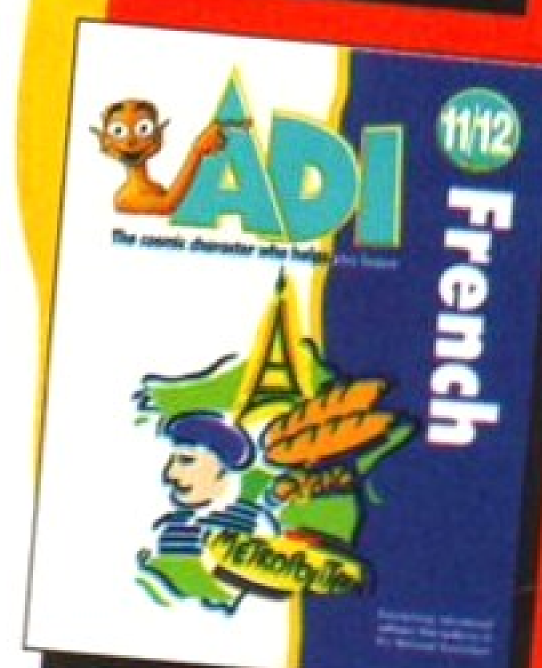
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PD-DIY

Keep on trackin'

If you're less than impressed with your animations, no matter how good the graphics are, it's time to add in some music. **Andy Nuttall**, with a little help from ProTracker, shows you how...

HERE AT *AMIGA FORMAT* we like our readers to be creative with their machines. We try to encourage you to explore as many as possible of the different things that your Amiga can do.

Over the last few pages we have described how to draw simple characters and animate them, and produce a workable animation like the ones you can find in our PD Demo Zone section every month.

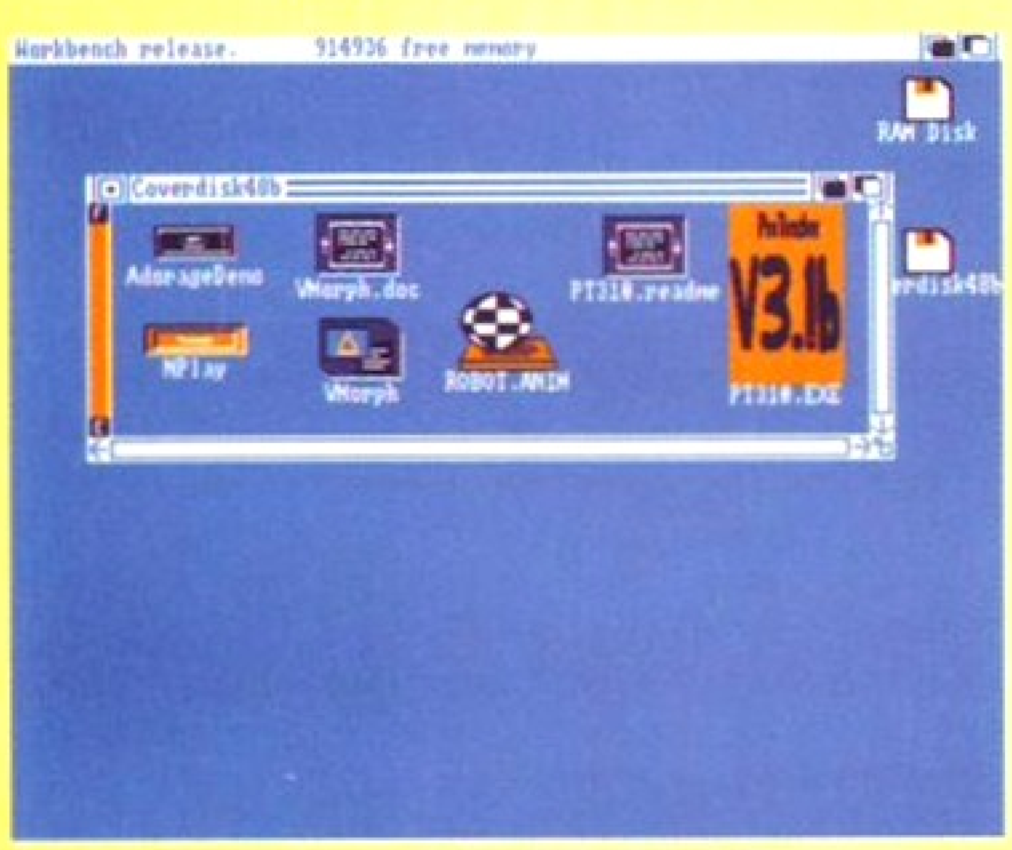
Now we will show you how to create a soundtrack to accompany your graphics, using the music program *ProTracker 3.10B* which you will find on your Coverdisk. This is the latest in a long line of tracker programs, which are used by all kinds of programmers. You'll find that most of the soundtracks for Amiga games are produced using trackers.

A tracker is a program which you can use to enter musical notes into your Amiga, and arrange them to create a tune. To make up the tune you can usually either use your Amiga's internal sounds, which are created by the computer, or 'real' sounds which have been recorded (sampled) into your Amiga by using a special sampling program. The Coverdisk version of *ProTracker* can only use samples, so there are several on the disk to get you started.

Steps to success

Right, now we know what it does, let's go on and actually use *ProTracker* to make some music. Before we begin, though, you should realise that we are only going to touch on the features of the program to create a basic tune. To find out more, examine the demo module on your Coverdisk, and follow the instructions at the end if you want to get into the more complicated features of *ProTracker*.

First of all, switch on your Amiga, and insert your Coverdisk containing *ProTracker*. Double-click on the icon "Coverdisk48b", then double-click on the icon "PT310.EXE". The ProTracker program should now load, take a few seconds to de-compact itself, then display a message containing credits.



After you insert your Coverdisk, and double click the icon, this is what you should see. Double click on PT310.EXE.

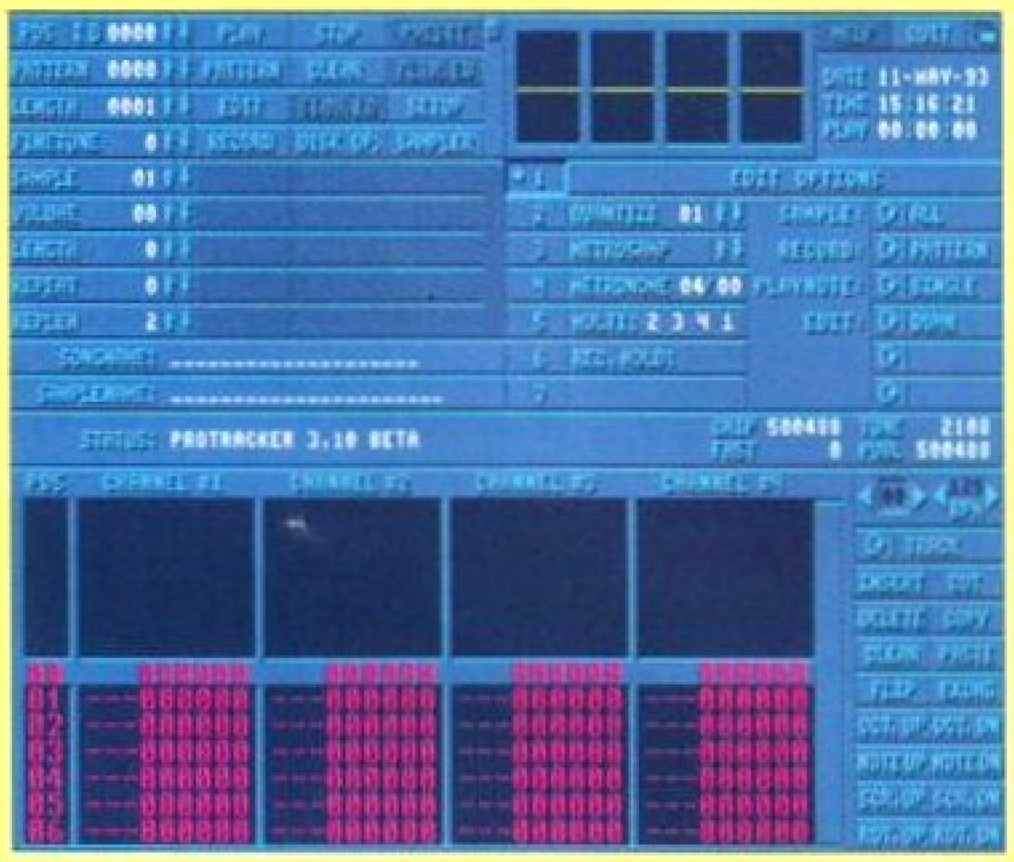
If you don't like the colour palette, and you would prefer something like the normal Workbench 2 colours, click on SETUP. This will bring up a screen like the one to the right. Clicking on RESET ALL will change the palette, or you can alter the colours *DPaint*-style, and then save the configuration using the SAVE CONFIG button. Click on MAIN MENU to return to the original screen. (See Disk Operations on Page 18.)

So you're all sorted? Right, let's load in the demonstration tune. Click on DISK OP, and this will bring up the Disk Operations menu (see opposite).

This page is a little complicated, but you need to understand what's going on so that you can save your own creations in future.

In the centre of the menu you'll see three buttons, SAVE MODULE, SONG and SAMPLE. You can highlight any of these with a tick by clicking on the

Continued overleaf



These aren't the default colours of *ProTracker*, fortunately. If you want to change them, see below.

SET-UP OPTIONS



MAIN MENU

PLAY plays the whole song, PATTERN plays the current pattern. EDIT begins editing, RECORD records in real-time, while DISK OP., SAMPLER and SETUP access the respective windows.



PD-DIY

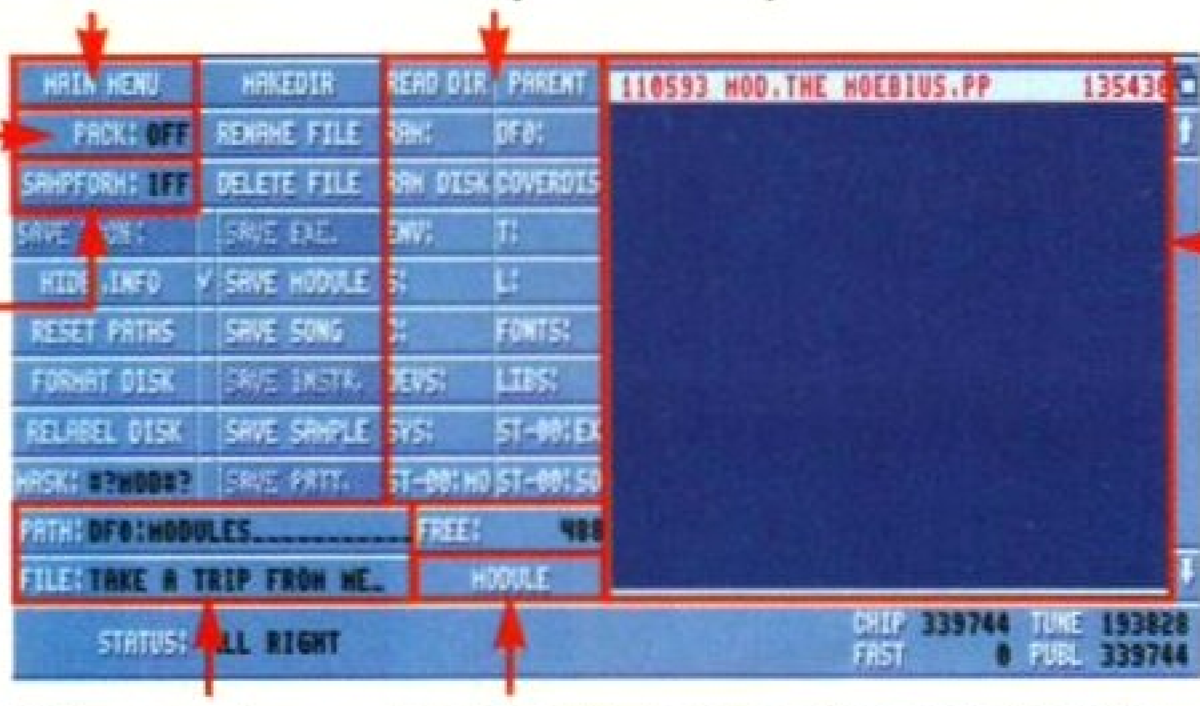
DISK OPERATIONS

Return to the main screen.

Select your disks and pathnames here.

Toggle the option to Powerpack saved files on or off.

Choose a sample file format – IFF or RAW. IFF is used by most samplers and editors, whereas RAW is used by some of the older packages.



The contents of the selected disk are displayed here. Move the cursor up to select the required file, then left click to load it in.

Pathname and name of current file.

Select Module, Sample or Song here depending on what you want to load and save.

EXTRA COMMANDS

Next to each of the notes, you will notice that there are four digits which don't appear to have any function, like these:



The first three characters, in this case C-3, stand for the pitch value of the note. The next two, 07 here, are for the sample number and are written in hexadecimal notation.

The final four are used to perform special operations on the notes. The following are examples of what can be done using these commands – go back to the demonstration tune while you go through the commands to find out how they are used in practice.

button in the centre of the screen, just below the FREE: button, and just to the right of the FILE: button. We'll call this button the selector from now on.

So, we know what a sample is, but what are songs and modules? A song is the pattern data (notes) that make up your piece of music. If you save a song to disk, it will only record the positions of the notes, and not the samples themselves. When you load the song back into memory, the program will automatically load in the required samples from disk.

A module is made up of both the song and the necessary samples. If you save a module, a single file will be created which contains everything in the song.

The demo tune is saved as a module, so before you load it in you must make sure that the selector button says MODULE. Now click on the button which marks where the demo module is saved; in this case DF0:. A number of directories will appear in the top right-hand box, so move your cursor around in the box until the Modules directory is highlighted in yellow. Now click the left mouse button, and the file MOD.THE MOEBIUS.PP will appear. Click on this, and it will load in automatically. Now click on MAIN MENU on the top left to return to the main screen.

See 'Demonstration Tune' below. OK, now turn your monitor's volume level way up, and click on PLAY. The demo song, called *Take a Trip From Me* by U4IA, will now begin playing.

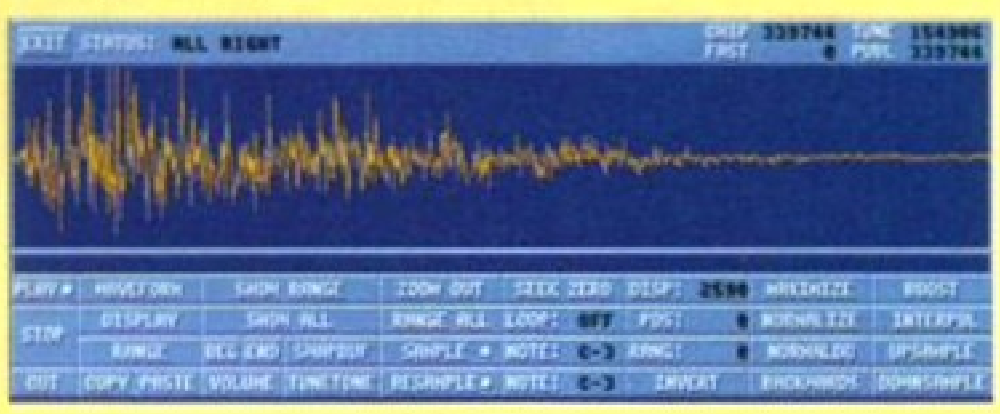
After about seven minutes the music will finish, and then start playing again from the beginning. Click on STOP. Good tune, isn't it? Now we're going to use the samples from the piece to create our own song. The simplest way to set this up is to get rid of the notes that make up the song, but leave the samples exactly where they are.

To do this, click on CLEAR. The following menu will appear:



To clear the song data only, click on SONG. (By the way – to clear the samples only, click on SAMPLES, while to clear all the data from memory, click on ALL.) Remember though, once you delete something, it's gone for ever!

After clicking SONG, you should notice that the pattern data now contains only zeros. What we will do next is to show you how to create a basic piece of music using the samples already loaded. Click on SAMPLER, and the bottom half of the screen will change like this:



If you've ever used a sample editor before, then this will seem familiar to you. If you haven't, then read on and we'll show you what to do.

The simplest way to play the samples is to use your Amiga's keyboard. Press Q, and you will hear the sample play. Other keys on the keyboard correspond to different notes, similar to a piano keyboard. Look at the number next to SAMPLE on the top left of the screen, and you will see that this is sample number one. There are many samples in memory, so click on the up arrow next to SAMPLE, and sample number two will be displayed – press Q to play this also.

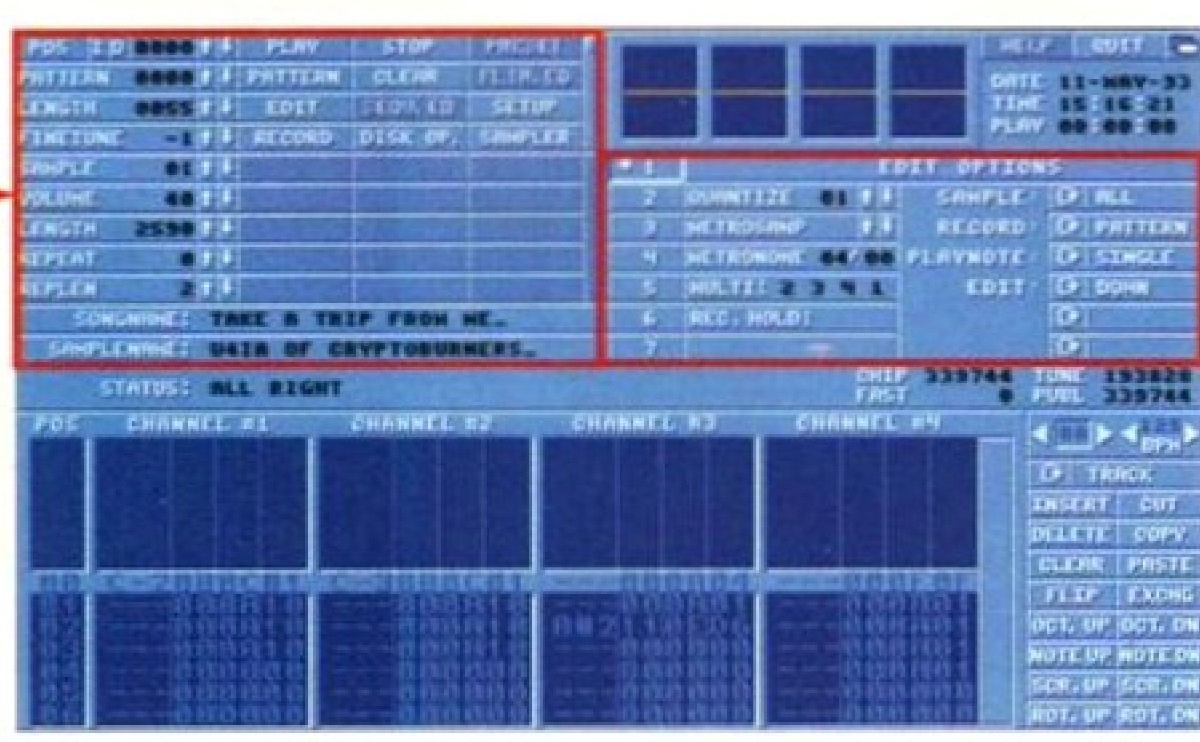
You don't need the sample window displayed to play the samples, so click on EXIT to go back to the main screen.

Using the cursor keys on your keyboard you can move the edit square around the notes – try it and see. The four vertical columns correspond to four musical tracks, effectively meaning you can play up to four samples at the same time (see 'How to produce a sequence').

If you move the cursor all the way down to the end of the pattern, you will find that it is 64 notes long. This is the standard length for patterns in tracker programs – if you require the pattern to be smaller, use the D command (see Extra Commands above) for details. Move the cursor to note 0 and the beginning of channel

DEMONSTRATION TUNE

As you can see from this grab, the demo tune is 55 patterns long. The current volume is 40, sample number 1 is 2590 (hex) long, with no loop points, and it has been tuned down by 1.



1: Edit options enable you to change the options used for editing patterns.

2: Sample Editor enables you to add echo, filter, boost and other operations to your samples.

3: Chord Editor enables you to create a one-channel chord from a single sample.

SOUNDING OUT

If, after you have followed the tutorial, you want to expand and use other samples, there are several ways to get some:

1 The easiest way is to contact a company which specialise in supplying IFF samples which can be used in *ProTracker*. Walkabout Music (0726 813807) have a huge range of different instruments on disk at varying prices. They regularly advertise with *Amiga Format*, so check out their advert for more details.

Also worth checking out are Gajits (061-236 2515), who market several disks filled with samples for use in their *Sequencer One* program, that may also be used in *ProTracker*.

2 Buy a sampler, and record your own sounds. A sampler is a small, inexpensive piece of hardware which plugs into the back of your Amiga. If you plug a CD player, tape recorder or other such device into it, you can use special sampling software to record 'real' sounds into the Amiga's memory. Once they are in there, they can be saved to disk, and included in your music.

A good sampler to buy is *Technosound Turbo* from New Dimensions (0291 690933). This should cost you around £36, although you can order it from *AF* Mail Order (page 146) for £29.95.

0 ARPEGGIO 00 + second halfnote + third halfnote
Operation: Produces a one-channel chord.
Example: C-300 0037 produces a minor chord, C-300 0047 produces a major chord.
1 PORTAMENTO UP 01 + portamento speed
Operation: Slides the pitch up.
Example: C-300 0103, where 03 is the speed of portamento.
2 PORTAMENTO DOWN 02 + portamento speed
Operation: Slides the pitch down.
Example: C-300 0203, where 03 is the speed of portamento.
3 TONE PORTAMENTO destination note + 03 + speed
Operation: Slides from old note to new.
Example: C-300 0305, where C-3 is the note to slide to and 05 is the speed of portamento.
4 VIBRATO 04 + vibrato speed + vibrato size
Operation: Makes the sound oscillate.
Example: C-300 0481, where 8 is the speed of vibrato and 1 is the size of vibrato.
D PATTERN BREAK 0D only
Operation: End the current pattern and go to the next one.
Example: C-300 0D00, where all values except 0D are a waste.

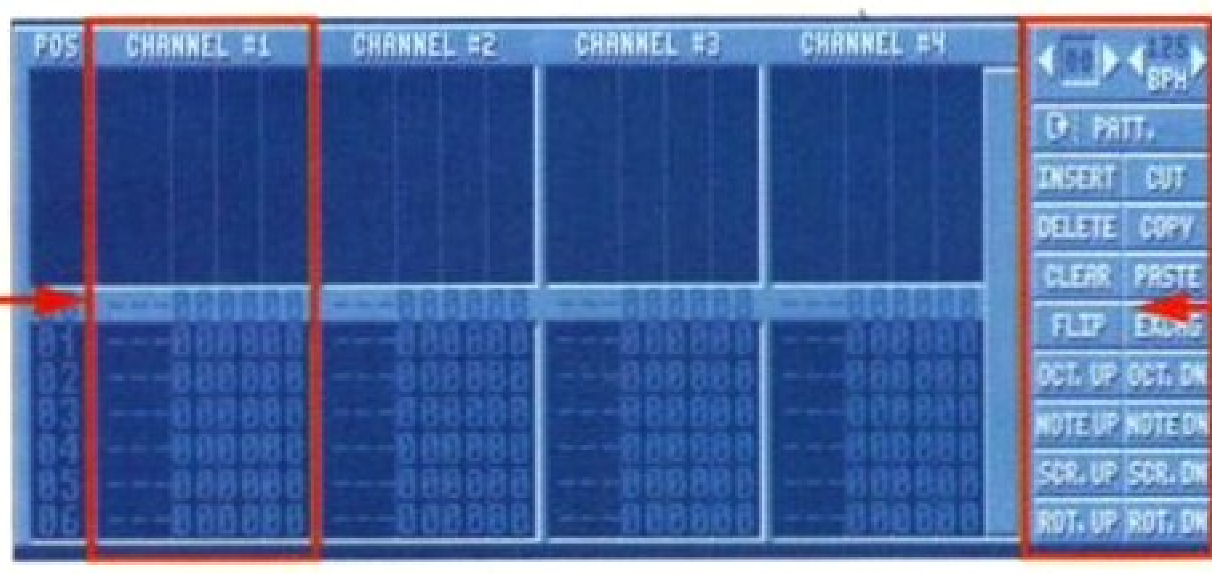
A VOLUME SLIDE 0A + up speed + down speed
Operation: Slides volume up or down.
Examples: C-300 0A05, where 5 is the speed to turn down the volume.
C-300 0A40, where 4 is the speed to turn up the volume.
B POSITION JUMP 0B + song position to continue at
Operation: Jump to a different position in the song.
Example: C-300 0B01, where 01 is the position to jump to. This command also performs a pattern break.

C SET VOLUME 0C + new volume
Operation: Sets the current volume.
Example: C-300 0C10, where 10 is the volume – maximum 40.

F SET SPEED 0F + speed
Operation: Changes the speed (in beats per minute (BPM)) of your tune.
Example: C-300 0F07, where 07 is the required speed. Speeds between 01 and 1F are allowed.

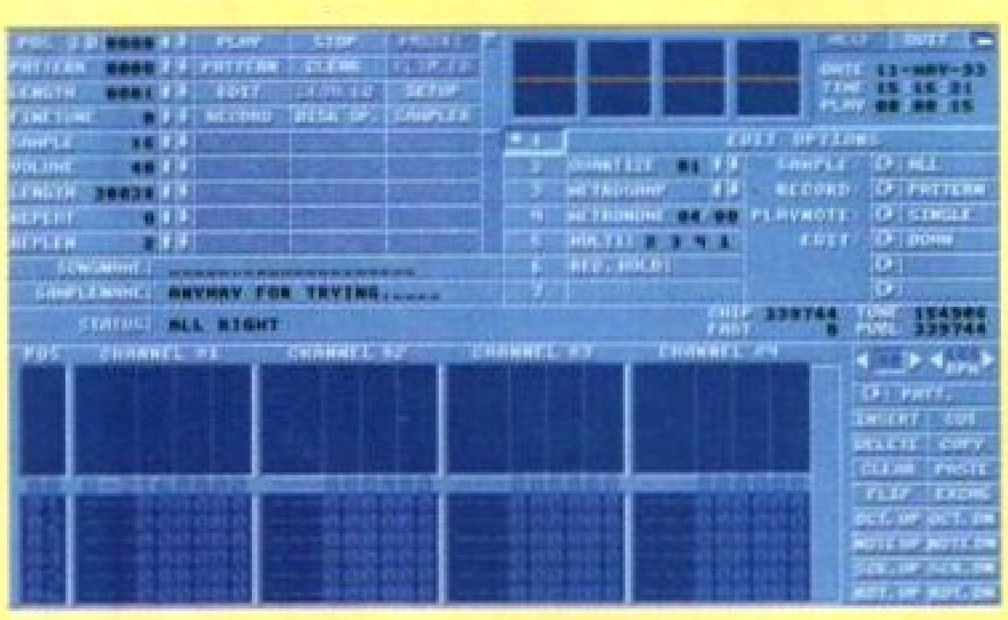
HOW TO PRODUCE A SEQUENCE

This is the main pattern window where you enter and edit your note patterns. The four windows correspond to the four Amiga sound channels.



This box contains the current pattern number, the tempo of your song (in beats per minute – BPM), and then the rest of the buttons are for editing the patterns you have created.

#1. Click the up arrow next to SAMPLE until you get to number 16 (note: this is 16 in hexadecimal numbering. This means that when you go past number 09 you get 0A and so on until 0F, when you get to 10. Hexadecimal numbering is base 16, whereas decimal is base 10 and binary is base 2.)



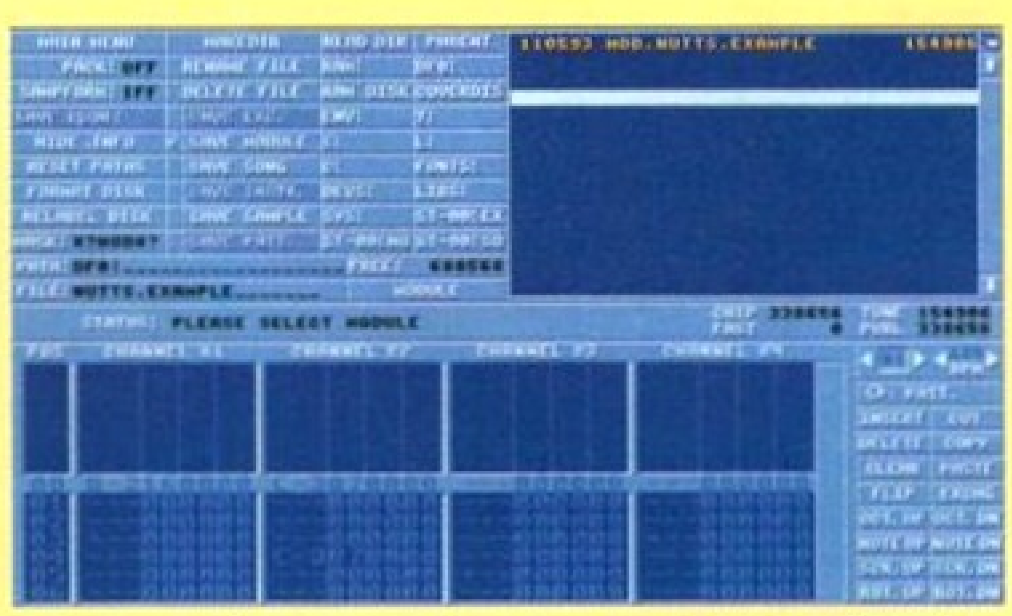
Move the cursor to the start of channel #1, click EDIT then press M. This will enter the first sample on to the grid.

Now click on EDIT, which enables you to enter notes into the grid, and press M on the keyboard. The note B-2160000 will appear, signifying note B, sample 16. Move the cursor keys down to position 16, and press M again, then 32, and lastly 48. If you now click on PATTERN, *ProTracker* will play the first pattern – a looped short wave radio sample.

If you make a mistake when entering notes, simply go back up to the position of the error, and press P. This will delete the odd note.

We now want to make a copy of this pattern, so that we can add things to it and still keep the original intact. On the bottom right hand corner, you'll see a button marked TRACK. Click that once, and it should now say PATT. This means that you want to edit an entire pattern.

Click on COPY, and this will store the pattern in memory. Click on the right-hand arrow next to the 00 above the PATT. button, and this will move to pattern number 01. Click on PASTE, and this will copy pattern 00 into pattern 01. To mark the fact that you have increased the length of the song by one, click on the up arrow next to LENGTH on the top left of the screen. This is most important, because when you save, *ProTracker* will only save the number of patterns indicated by LENGTH.



Now we need to write a drum pattern. Move to channel #2, click EDIT, then press Q to enter the drum riff.

Now move the cursor to position 0 again, but this time on channel #2. Click on the down arrow next to SAMPLE, until the number reads 07. Click on EDIT again, then press Q on the keyboard. C-307 0000 will appear, signifying note C, sample 07. Press the down arrow three times, then press Q again, and repeat this until the end of the pattern is reached. Click on PATTERN again, and you will now hear the original pattern played with drums over the top. Click on STOP, then repeat the copying sequence above to create a copy of your new pattern, called pattern 02. (Don't forget to increase the LENGTH by one again.)



To make the snare a little harsher, move to channel #3, click EDIT, then press Q on every snare beat. Voilà.

So that snare is a little bit on the weak side, eh? A simple remedy for that is to use another sample, and play it at the same time as the snare – so you beef up the sound a little.

Making sure you're altering pattern 02, move the cursor to position 04, and channel #3. Click on EDIT, then press Q on the keyboard. Press the down cursor key seven times, then press Q again – repeat this until you get to the end of the pattern.

Now click on PATTERN again, and make sure that it all sounds OK. To string the patterns together into a song, use the I and D (Insert and Delete) buttons on the top-left of the screen. Click the arrows next to PATTERN until you get the number of the pattern you wish to insert, then click on I and the pattern will be inserted. To delete an entry simply select it, then click on D and it will disappear.

When you have finished arranging the patterns into a song, click on PLAY, and this will play each pattern in the song in sequence. You have now created your own song. Click STOP. Finally, click on DISK OP., take out your Coverdisk and insert a blank formatted disk into drive DF0:. Click on FILE:, and then insert a name for your module – say TEST, for instance. Click on the DF0: button, then click on SAVE MODULE. Click on YES, and your entire song – samples included – will be saved to disk.

UPDATES

For more details on *ProTracker*, including the new features such as 12-bit samples and sample filtering, contact Cynostic PD at 85 Wyken Croft, Coventry, CV2 3AD. The programmers won't be releasing the new software until later this year, however, so make sure you wait until the end of June 1993 (at least) before writing.

PD-DIY

Putting it all together

"How do I do a sound and graphics disk?"
Richard Baguley and **Pat McDonald** explain.

EVEN IF YOU are among the best graphic artists or musicians, there is no substitute for having a programmer code your art on to a disk. Such hard coded works (Jesus on E's, State of the Art and so on) are much snappier and more immediate than the methods you'll see on this page, but you can produce a basic slideshow using these instructions.

Starting Off

For this example, let's assume that you want to create a self booting disk that plays your music and shows your pictures and animations created with the programs on the Coverdisks which accompany this issue. If you're planning to use a program such as moviesetter, check the instructions that come with the program, as these use a different approach.

What we are going to do is create a disk that contains all of the files and programs necessary to create a self booting disk. The first thing to do is to format a blank disk, so boot up the machine and insert a blank disk. Click once on the disk icon and select 'Initialise disk' from the Icon menu. The machine will then proceed to format the disk. If you want to give the disk a name, wait until it has finished formatting, click on it once and select 'Rename' from the icon menu. For this example, I will assume you want to call the disk 'Slideshow'. Once you've done this, go into the shell and type:

```
INSTALL DF0:
```

This makes the disk bootable, but you still need to add some files to make it boot up properly.

Still in the shell, type:

```
MAKEDIR SLIDESHOW:C
MAKEDIR SLIDESHOW:S
MAKEDIR SLIDESHOW:LIBS
MAKEDIR SLIDESHOW:NPLAY
```

pressing return after each line. This creates the various directories in which the programs, system and data files should reside. The two main programs you will need are *View* (the animation player) and *NPlay* (the music player. Copy these over by typing and inserting the requested disks:

```
COPY WORKBENCH48A:VIEW RAM:
MAKEDIR RAM:LIBS
COPY WORKBENCH48A:LIBS/#? RAM:LIBS/
MAKEDIR RAM:NPLAY
COPY WORKBENCH48B:NPLAY/#? RAM:NPLAY/
MAKEDIR RAM:C
COPY WORKBENCH48B:C/#? RAM:C/
COPY RAM:VIEW SLIDESHOW:C/
COPY RAM:NPLAY/#? SLIDESHOW:NPLAY/
COPY RAM:LIBS/#? SLIDESHOW:LIBS/
COPY RAM:#? SLIDESHOW:C/
```

This may seem a bit long winded, but it makes use of the RAM disk to minimise the disk swapping. After a little bit of whirring and disk swapping, you should have the two programs and their accompanying files on your disk.

You will then need to copy your songs and animations on to the disk. If you've got an image called 'Nigel.iff' on a disk called 'Bertha', you would type:

```
COPY BERTHA:NIGEL.IFF SLIDESHOW
```

to copy the file across. The final step is to create a start-up sequence which starts playing the music and shows the image. To do this, type :

```
ED SLIDESHOW:S/STARTUP-SEQUENCE
```

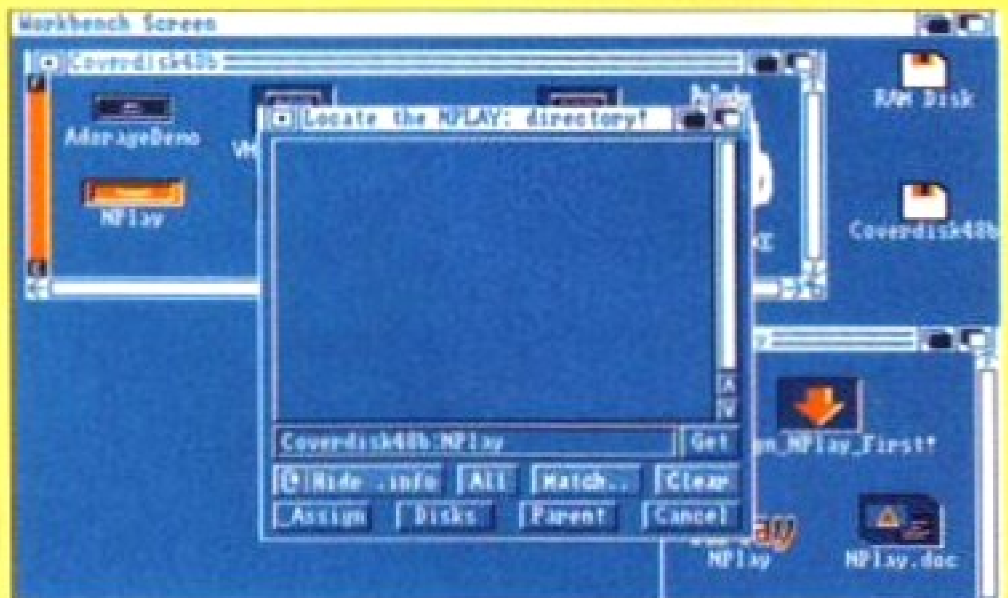
This will bring up a screen where you can then type in your start-up sequence, which should look something like this:

```
ASSIGN NPLAY: SYS:NPLAY
NPLAY:NPLAY Q SYS:YOUR MODULE
VIEW YOURFILE
```

You should replace `YOUR MODULE` with the name of the soundtracker file you want to play, and `YOUR FILE` with the name of the animation or image you want to show. If you want to show several files, repeat the last line with the names of the various files. Clicking the left mouse button will move on to the next picture or animation. Save this file (press ESC and then X), and you should have a self booting slideshow!

Please Note

There are a couple of things you should bear in mind. The freely distributable player for animations produced in *Adorage* on the second Coverdisk (*AdoPlay*) won't multitask with *NPlay*, so it is not possible for you to play songs and SSA animations at the same time. This is because *AdoPlay* turns off multi-tasking to ensure that the animations are as smooth as possible. Animations produced with *Adorage* are also larger than conventional ones, so you can't fit many of them on to a single disk.



***NPlay* can deal with a variety of song formats, including ones that have been compacted with.**

NPlay v2.01

Petter E Stokke ■ All Amigas

NPlay is on the ProTracker disk. It is a sound module player for releasing tunes you've produced with ProTracker to people who don't have that program. It's also up to date, fully multitasking, and easy to use.

Here's how to use it from Workbench. Double click on the NPlay drawer, then on the NPlay icon. Click once on the Drives button, then on DF0:, then on NPlay. Finally click on Assign.

Next, you have to select a sound module for the program to play. Click on Drives, then on DF0, then on Modules, and finally on "Mod.the moebius.pp.". The sound of the song on the Coverdisk will start playing. NPlay can deal with such files, as well as those done with StoneCracker. NPlay has to be assigned before it runs because further releases will do things like play sound modules from programs other than ProTracker, and deal with different crunch formats. To make it expandable, these changes will be done on files apart from the main program. The program has to find these (or future) support files to work. There's an example of an assign command in the NPlay drawer.

But you don't just have to use it like that. NPlay works well with the Shell, and can be used inside a startup-sequence to load and play a module while your Amiga gets on with displaying some graphics. Further details of this can be found in the NPlay document for those who wish to delve a little.

DISTRIBUTION HINTS AND TIPS

1 Never release a disk without a contact name and address or phone number on it, so that people can get in touch about it and maybe help with your next project.

2 Send your slideshow to several PD libraries to ensure that it's widely distributed. Many also offer a swap service, where they will swap a new PD disk for one of your choice.

3 Always test your projects on as many Amigas as you can find, before releasing it. This saves a lot of embarrassment.

4 If you include some documentation on the disk, make sure it's clear, to the point, and not too long. The days of endless scrolling titles are thankfully over.

5 Never include copyrighted material or other people's work in a disk. Ripping off other people's time and effort is a no-no, and you stand a good chance of getting sued.

6 Don't be afraid to make your work widely available. After all, this is what Public Domain is all about!

The Directory Times

Special Issue - Published by: INOVA Publications Cl… te

OPUS Rated 98%!
(Highest Rating Ever!)

Bath, England- A revolutionary announcement was made recently when one of Europe's leading Amiga Magazines, Amiga Format, gave Directory OPUS 4.0 a 98% rating - the highest mark ever awarded to any Amiga product!

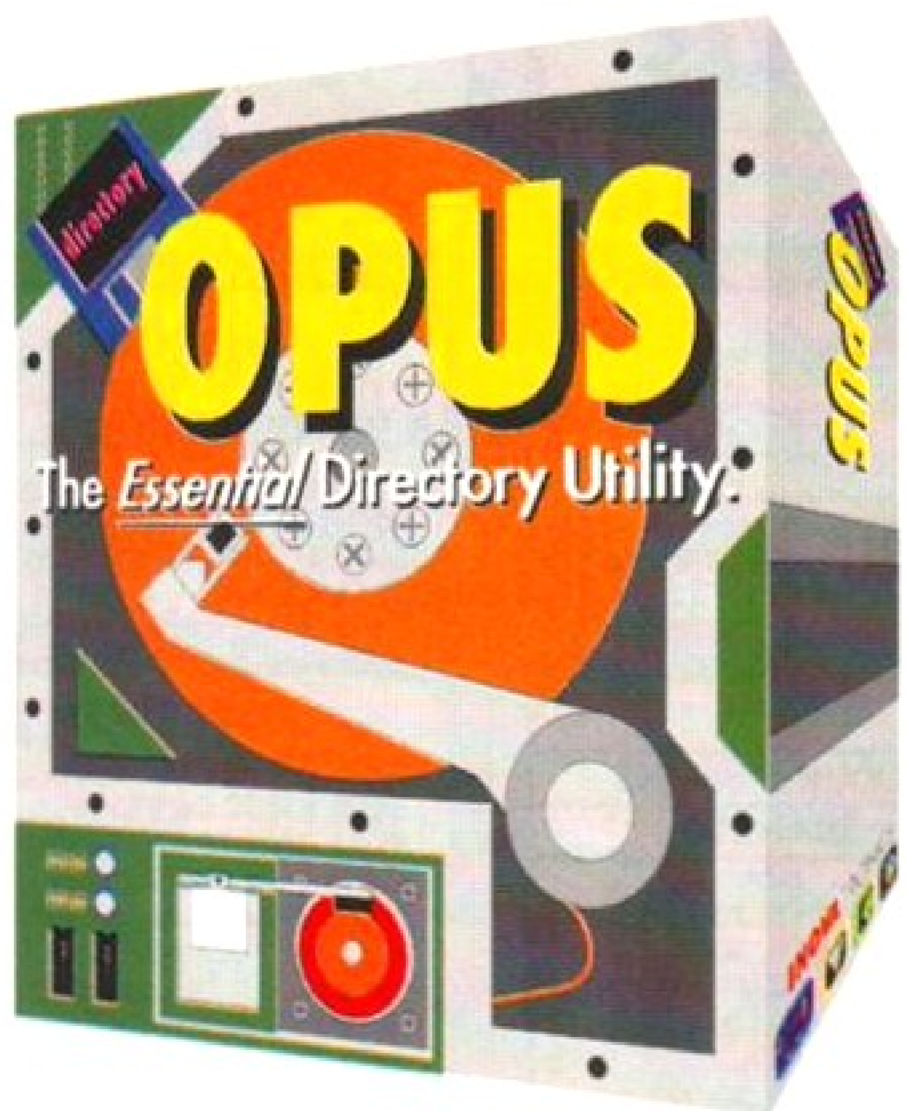
When CEO Martin Murray was asked to comment on this amazing announcement, he was quoted as saying, *"We pride ourselves in pleasing our customers. The best way I know of doing that is by giving them the best quality product their money can buy. When you do something this well, both users and professional reviewers alike write the ad copy for you."*

The Amiga Format review, for instance, contains the following:

"...an improvement on the other OPUS releases"

"...without a doubt the most powerful directory utility"

"...so good it should have been built into the operating system."



(Award Winning Directory OPUS)

In a released press statement, Mr. Murray elaborated, *"Whether you're new to computers, an accomplished programmer, or somewhere in between, you'll find Directory OPUS an invaluable tool for making your Amiga more efficient and productive.*

"With Directory OPUS, tasks such as comprehensive file management; file transfers; disk formatting; viewing images [all ILBM formats including AGA]; and playing ANIMs, ANIM BRUSHES and sound files [MODs, 8SVX, and Raw Data] can easily be performed from within a flexible, powerful, and user-friendly environment."

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NEWS brief

NEW IMPROVED QUARTERBACK

Central Coast Software, those of the mystical hippy name, are about to unleash the new version of *Quarterback Tools* on the world. *Quarterback Tools Deluxe* will perform the same sort of disk maintenance tasks as the old version, only more so. New features are faster disk optimisation, improved un-delete and a Workbench 2/3 style interface.

We'll be reviewing the new version soon, but if you can't wait for details, call Central Coast Software on 0101 512 328 6650.

MERIDIAN GET BLUE SOUNDS

Blue Ribbon Soundworks, producers of top midi sequencer *Bars and Pipes Professional,* have tied up UK distribution via Meridian. Anyone wanting a copy of *B&P Pro,* or any other Blue Ribbon product, like the One Stop Music Shop card, or *SuperJam,* can contact Meridian on 081-543 3500. A helpline has also been established for registered users on this number.

GVP PRICES TO FALL

Silica Systems, who distribute Great Valley Products gear in the UK have announced that several products are to fall in price.

EDGE

It's on its way!

PD WITH PROFIT

Bjorn A Lynne is a name that will be familiar to followers of the PD music scene. Bjorn, from Norway, has long been active in PD, and even has an Audio CD of his stuff available. Now he is offering any programmers of sound/MIDI/music utilities an opportunity to make a little bit of money from their efforts. His AM/FM magazine for Amiga musicians is looking for submissions, and their policy is to share any profits with contributors. If you craft sonic programs, contact Bjorn at AM/FM, Schleppegrellgst. 10 0556 Oslo, Norway.

ORDER, ORDER

Since our review of *Order 2.05,* in issue 47, South Hams Software have been overwhelmed with phone calls. If you want to place an order with them, their address is: 2 Ford Road, Yealmpton, Plymouth, PL8 2NA.

Amiga Format Live – better than sex!

AMIGA FORMAT Live '93
WEMBLEY EXHIBITION CENTRE
7 - 9 MAY 1993



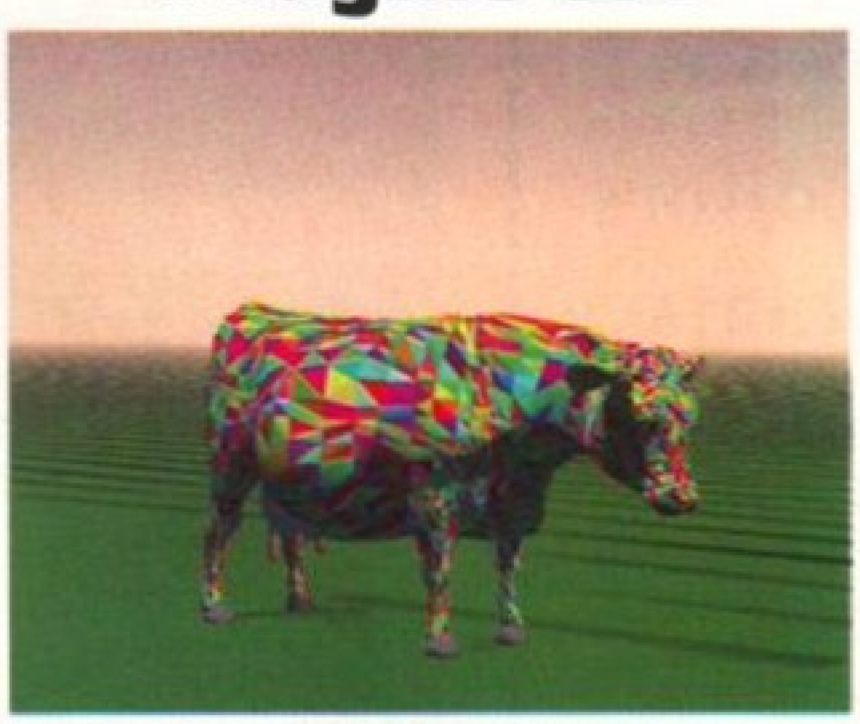
Staff from Future Publishing's Amiga titles put themselves in the firing line for questions from visitors to the Amiga Format Live! show.

EVERYONE WE ASKED at the recent Amiga Format Live! show said that while the show wasn't actually quite as good as having sex, they had enjoyed themselves all the same. That's not really surprising when you consider what was on show. Apart from a whole bunch of new games in the Amiga Power arcade, the programmers were actually on hand giving demonstrations of their new products.

Andy Braybrook showed of his life's mission, *Uridium 2*, before joining us in the restaurant to eat the world's biggest ice cream sundae. Jon Hare gave a very noisy demo of *Cannon Fodder* and the boys from Vivid Image were giving an exclusive first look at *Second Samurai*, the follow up to First Samurai, which we will be featuring on an *AF* Coverdisk later this year. Peter Molyneux was showing *Syndicate* and very impressive it was, but if you missed it, don't worry too much since a playable demo is on this month's Coverdisk. Peter says that the final version will work about twice as fast as the demo – what a game that's going to be.

Thousands of Amiga fans came through the doors over the three days, and the staff of all our Amiga titles were on hand to answer their queries. The audience were not slow to come forward with a host of hardware and software related questions, which the team of experts dealt with admirably. We'll be doing it all again in November at the Future Entertainment Show 2. See you there!

Alternative Image understand Imagine too



Imagine 2 owners take note – if you want to get more out of your software, Alternative Image have got just the thing for you.

A few months ago we reviewed the book *Understanding Imagine 2*. Since this excellent 3D package has such a poor manual, the book was a godsend for anyone looking to get the most out of *Imagine 2*.

Unfortunately, the book sold out almost instantly, and copies have been impossible to get hold of ever since. Until now that is – Leicester-based Alternative Image have got stocks. £25 will get a copy delivered to your door, and this price includes all postage and packing fees. Send your cheques to:
Alternative Image, 6 Lothair Road,
Leicester LE2 7QB.

Amiga VR?

We already know that an Amiga 3000 is used at the heart of the Virtuality arcade machines from W Industries. However, a rumour we've just heard goes further than that – putting a virtual reality system in the reach of every Amiga owner.

It seems that a company known as Virtual Reality Industries Limited are currently organising a show called Virtual Reality Expo '93, to be held in Wembley Arena in August this year. Early reports promise a VR motion theatre, a robot arena, a laser battle and a VR head-to-head. The most interesting point, though, is the following statement from the company: "In addition to the above, several new commercial and retail virtual reality products for the Amiga and PC platforms will be launched."

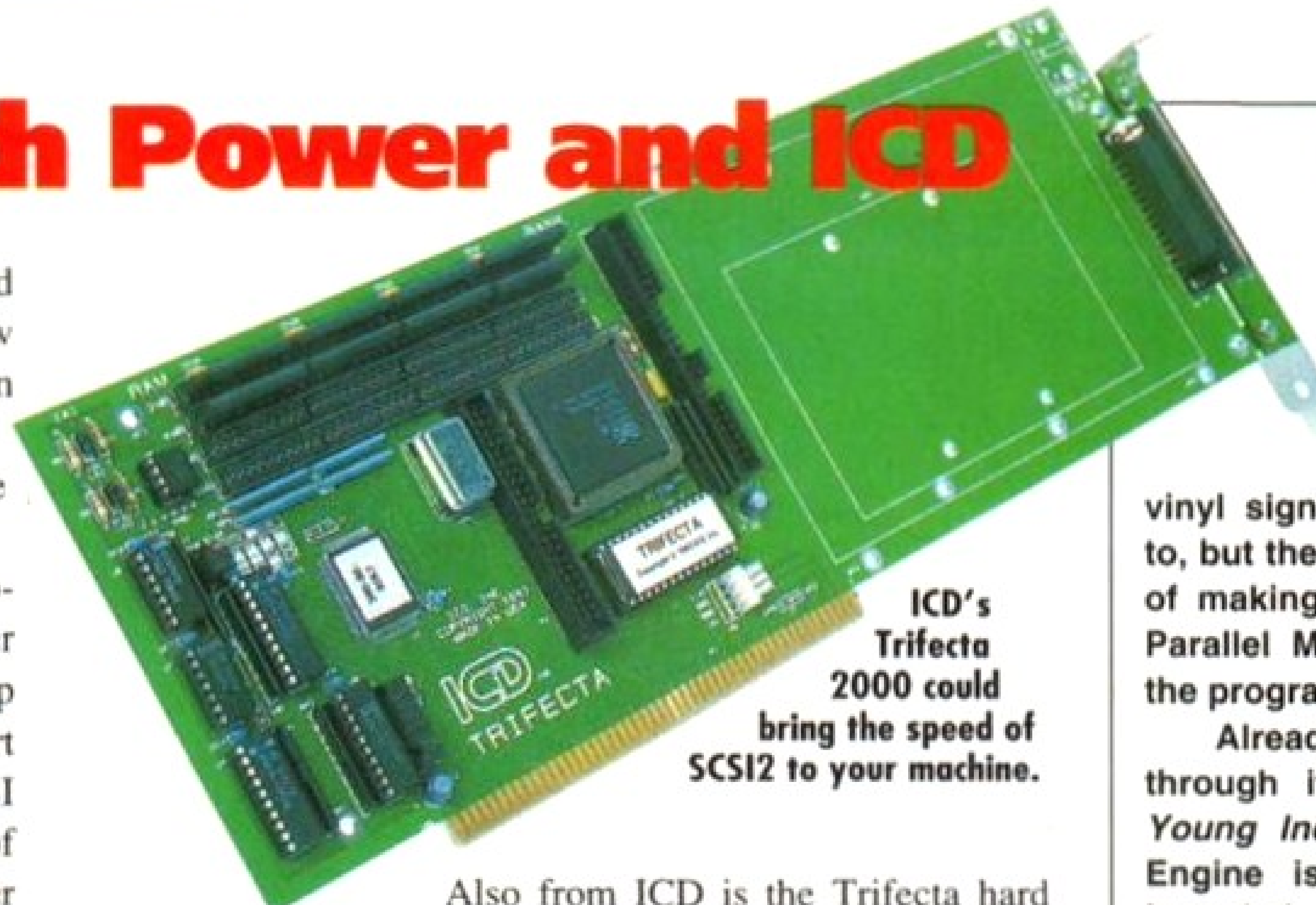
We're not sure of all the details yet, but we'll check it out over the next month, and bring you the low-down in the next issue of *Amiga Format*.

PICTURE THIS: AN AMIGA GRAPHICS LIBRARY

Soft Logik have long had a very impressive font library for use with their *PageStream* and *Art Expression* programs. Now they are launching a graphics library.

The first volume, 3D Flags of the World, contains over 190 national banners, all with bevelled edges to give them a 3D appearance. The second volume, Amiga Computer Art, has 50 full-colour illustrations of Amigas and peripherals. All the images are stored in Illustrator 88 EPS format, and so they can be used with the Apple Macintosh and PC as well as the Amiga, though the reason why anyone might want to eludes us. If you need images for your DTP, call Soft Logik on 0101 314 894 8608.

Hard drivin' with Power and ICD



ICD's Trifecta 2000 could bring the speed of SCSI2 to your machine.

ICD ARE TO press into the UK market with renewed vigour with exciting new additions of hardware. The new products, an A1200 accelerator, an A500 hard drive and an A2000 hard drive card are to be exclusively distributed by Power Computing. Both new units were on show at the Power stand at the Amiga Format Live! show.

The accelerator, the Viper 1230, features a 68030 processor clocked at a blisteringly fast 40 Mhz. An even faster 50 Mhz version is available too. The unit is expandable up to 32 Mb of 32-bit fast RAM, and the Viper DMA port allows the attachment of a SCSI 2 interface. The SCSI adaptor, the Viper S2, is the first of a planned series of products that will interface to the Amiga through the Viper board. A big advantage of the cards, apart from their excellent quality, is that they can be fitted to the A1200 without affecting the machines warranty. The Viper 1230 fits into the trapdoor slot, and the Viper S2 inserts from the rear of the machine into the bay below the floppy drive.

Also from ICD is the Trifecta hard drive for either the A500 or A1500/2000. It can accept IDE or SCSI drives. The SCSI interface is the SCSI2 type, and thus allows frighteningly fast data transfer speeds. The units have expandable RAM, and can accept plug in cards like GVP's 386PC emulator. Reviews will follow shortly.



Accelerate your A1200 with ICD's new Viper1230, a 68030 CPU clocked at 40 Mhz should make it fly.



This tidy looking piece of kit is the Trifecta 500, a SCSI2 hard drive unit for the A500. And it can accept IDE drives too.

Sign of the times

IF YOU NEED to make cut vinyl signs (OK nobody actually needs to, but they are a quick and effective way of making colourful short-run signage), Parallel Motion Graphics have got just the program for you.

Already finding fame and fortune through its use on the program *The Young Indiana Jones Chronicles*, Sign Engine is a graphic design package intended for use with sign cutting machines. It is also ideal for creating silk screen stencils or engraving. The results we've seen are of extremely good quality, and intricate for what we've always considered an inelegant form of output. It's a specialist product, but if you are in set design, signwork or novelty goods, it could be worth a look. Call Parallel Motion Graphics on 0101 519 942 8822.

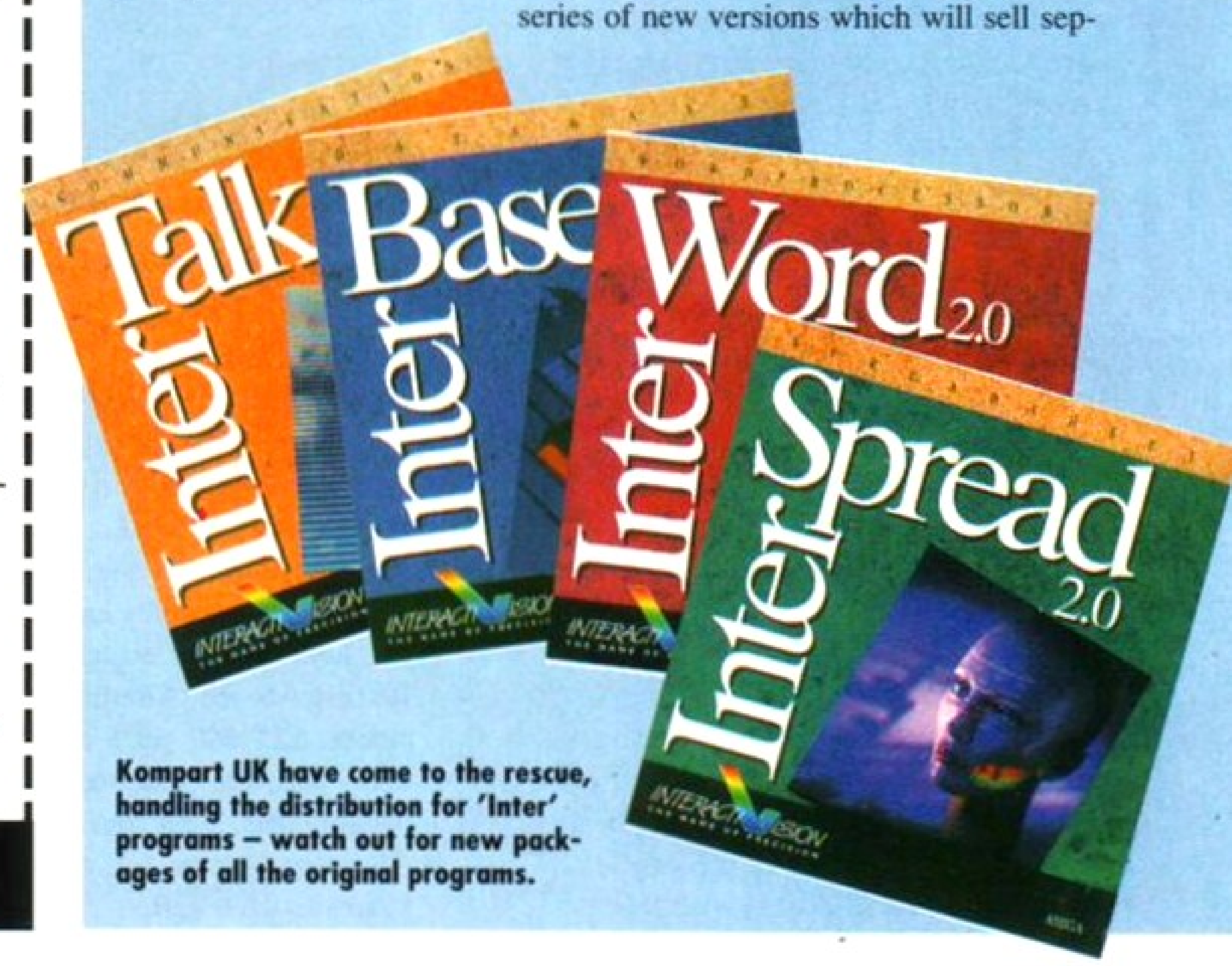


Sign engine is a graphics package designed specifically to create bizarre forms of output.

Interactivision strike again

THE UTILITIES ***INTERWORD*** and *Interspread* were well received when they were first released, scoring 85 and 82 per cent, respectively, in ***AF*** 28. Sadly these bargain packages never achieved the success they deserved due to distribution problems.

But Kompart UK have come to the rescue with a new 'Works' style package containing all of the original programs at a budget price, and a series of new versions which will sell sep-

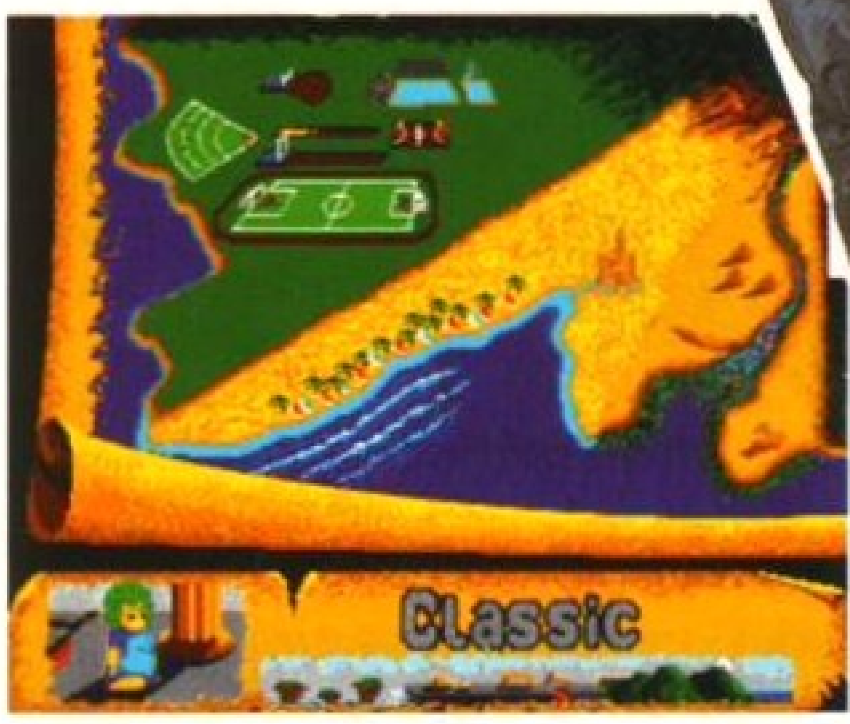


Kompart UK have come to the rescue, handling the distribution for 'Inter' programs – watch out for new packages of all the original programs.

Sleepyhead

THE PRICE WE quoted last month for the A1200 version of *Sleepwalker* was £12.99. Aren't we silly! The more astute among you will have realised that such a brilliant game as *Sleepwalker* wouldn't be released on budget quite yet. In fact, the real price is £25.99. Apologies for any confusion caused.

Install-a-Lemming



No longer do the Lems need to be out in the cold. Get the patch and make them warm and snug on your hard drive.

GOOD NEWS FOR hard disk users! DMA Design have completed the software patch program which enables *Lemmings 2* to be installed on hard drive. The program is available now from the major Public Domain houses (so it will only cost you the price of a disk). Or if you have access to the CIX bulletin board, you can download it to your Amiga – and it won't cost you a thing.

To obtain the patch, ring a Public Domain house such as 17 Bit (0924 366 982) or NBS (0983 529 594).

If you need any further information, you can contact Psygnosis on 051-709 5755.

The Lawnmower Man comes to your home



We've got a Lawnmower Man crew jacket and films to giveaway!

THE LAWNMOWER MAN, the feature film which caused a storm last summer because of its links with Virtual Reality and computer graphics, has recently been released on video. Distributors First Independent are offering *Amiga Format* readers the chance to win one of 10 *Lawnmower Man* videos, in either wide-screen or normal format.

The first correct entry drawn out of the postbag will also receive an exclusive *Lawnmower Man* crew jacket, so you can pretend to be one of the people who worked on the film, or something. So what do you have to do to win one of these excellent prizes? Simply answer the following question:

Name the actor who plays computer scientist Dr Lawrence Angelo in *The Lawnmower Man*.

Simple, non? Scrawl your answers on the back of a postcard or stuck-down envelope, and post them to:

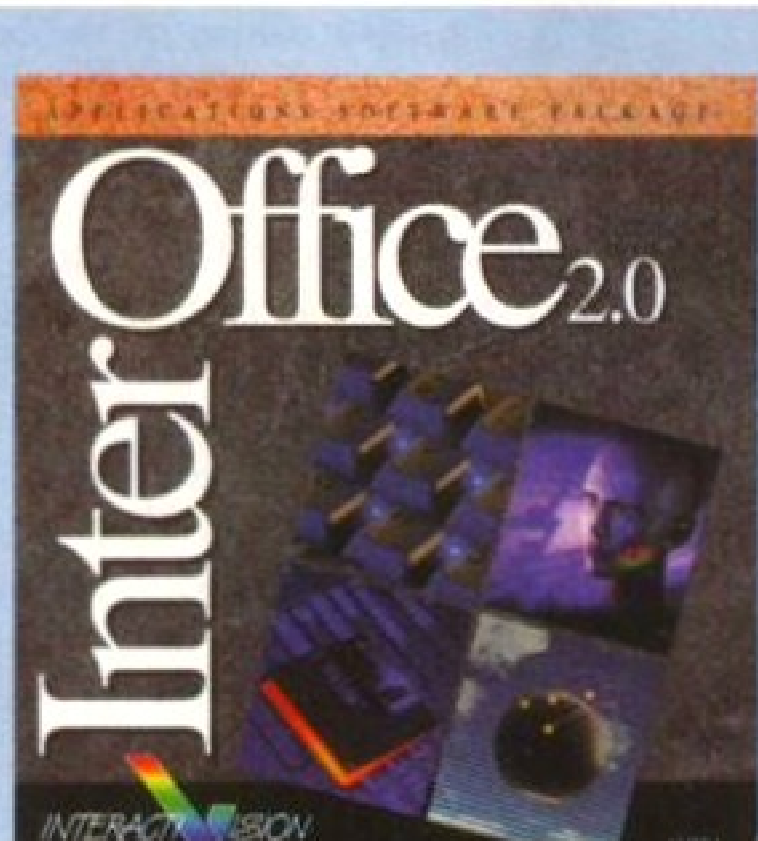
"Flymo to the Moon" competition, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW. Make sure your entry arrives before 1 July 1993. No employees of Future Publishing or First Independent, or their relatives, or even the bloke who nips round to cut their grass, may enter the competition.





If you're into Virtual Reality, then you've probably already enjoyed the film *The Lawnmower Man*. (I suppose it could be that you're into lawnmovers too.)

arately. *InterSpread*, *InterWord*, *InterTalk* and *InterBase*, all new and completely re-written programs, will all retail for £49.99. *InterOffice* will contain the original three programs for the same price. A CDTV version of *InterOffice* will also be available shortly for a mere £59.99.



InterOffice 2 – set for success, packing in all three new and improved programs.

InterOffice 2 will eventually contain all the new and improved versions, but a price has not been decided as yet. Reviews of all the new programs will follow shortly in *AF*, as will a look at *InterOffice*.

For more details contact Kompart UK on 0727 868005.

Psygnosis' Samurai shock!

AH. SLAP WRISTS are in order, methinks. In the last issue of ***Amiga Format*** we printed a news preview of *Second Samurai*, the sequel to *First Samurai*, from Vivid Image Design. We said what a great game it looked and all that, but we printed a contact number for Vivid Image. While this is not technically incorrect, the guys at Psygnosis have pointed out that it is their number that should have been printed, because they are distributing the game.



If the sequel to *First Samurai* interests you then Psygnosis are the people you should contact.

So, if you want more information on what could be the best beat-em-up ever on the Amiga, ring Psygnosis on 051-709 5755.

AF have lined up an exclusive Coverdisk demo of the game which is due for release later this year.

Stardust



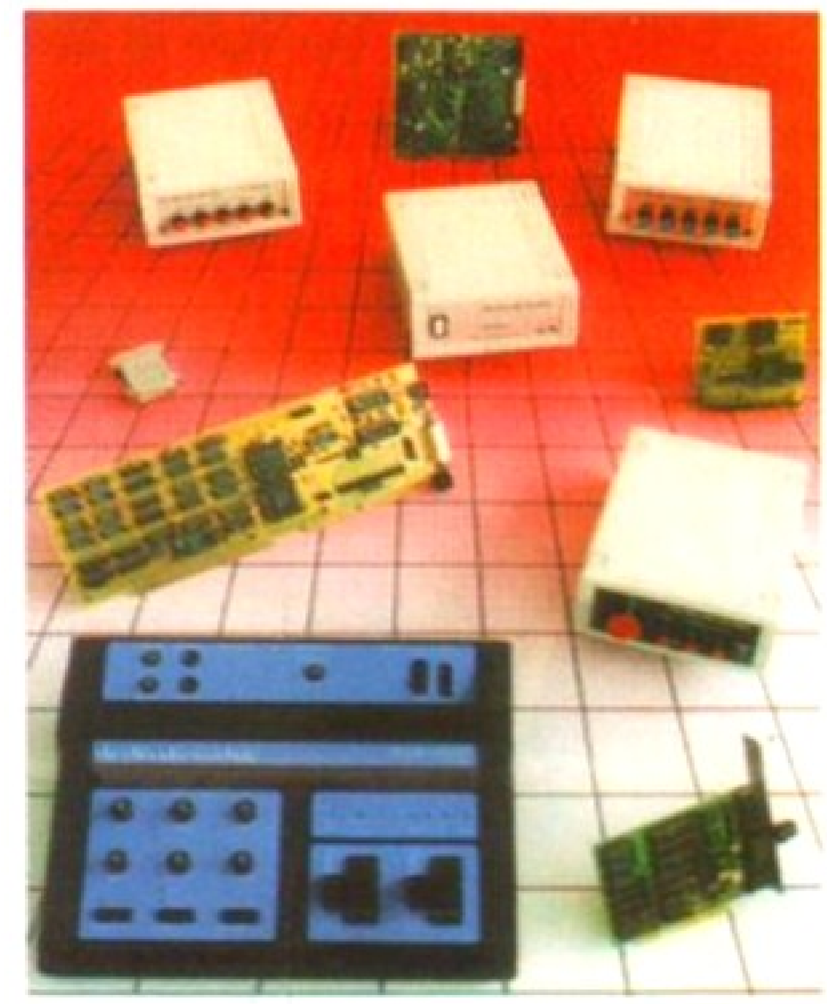
THE RECENT TREND of small software houses marketing their own Amiga games is set to continue with the birth of a new company called Bloodhouse Ltd. Based in Finland, the guys at Bloodhouse don't know very much English – but they certainly know how to program arcade games.

Their first game, called *Stardust*, is an arcade shoot-em-up loosely based on *Asteroids*. Mika Laamanen from Bloodhouse made the trip over from Helsinki to show us an early version of the game, and we can report that it's going to be stunning. It's fast, it's got mind-blowing sound, and brilliant light-sourced graphics – yet another string to the Amiga bow.

Lookout for the game's release in Britain in the Summer, with a Coverdisk demo of the game around the same time.

This screenshot doesn't convey the amazing speed and thrills involved with *Stardust* – you will have to wait and play it.

Electronic Design for Desktop Video



Video comes to life on the Amiga and Electronic Design have the goodies you need to get creatin'.

SINCE THIS MONTH'S big feature is all about desktop video, readers may be interested to learn of the German company Electronic Design. ED produce a full range of video products for use with the Amiga, and being German, they are of excellent quality.

We'll look at their full range over the coming months, but if you want to take a look at their genlocks, video digitisers or video converters you can contact them on 010 49 354 5303.

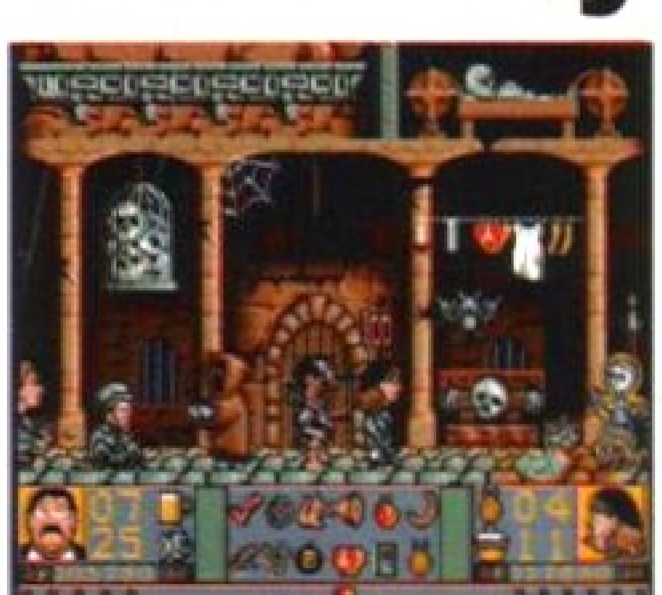
Real Genius win cash and prizes



THE COMMODORE Real Genius competition saw its British heats at the Amiga Format Live! show. Contestants, under 18, answered 10 general knowledge questions on an Amiga 600HD and the highest scores won fabulous prizes.

Congratulations go to Adam Jones of Silchester, who has won a trip to the World of Commodore exhibition in Sydney, Australia to participate in the world finals of the Real Genius competition. If he is as successful over there as he was at Wembley, he will win an Amiga 4000 and software. Adam scored 7 out of 10 in 51 seconds, and when we got him back to be filmed for Games World, the Sky video games show, he did even better scoring the same but in 41 seconds. Jamie McCutcheon of Banbury, was pipped at the post by Adam, but wins an Amiga A1200. Jamie said he would pass the A500Plus he already owns on to his brothers. Robert Finnis of Bournemouth has won a Miracle keyboard tutor system, courtesy of Mindscape. Congratulations to all.

Listen very carefully...



Why has that top skeleton got a motorbike helmet on? And what about the Y-fronts? Surreal...

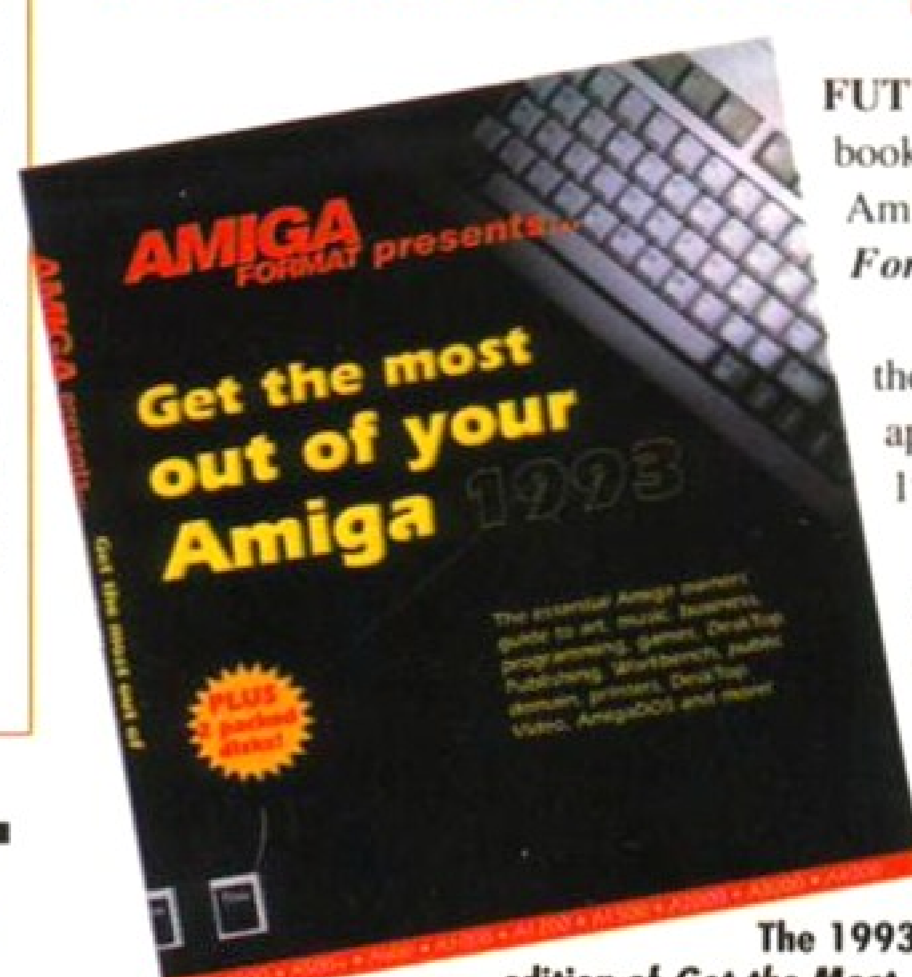
Bad Nutts: It had to happen! Yes, that clichéd TV 'comedy' series *Allo Allo* is to be the subject of an Amiga game.
Good Nutts: Hang on. We can't prejudge a game on the strength of the series it's based on.
Bad Nutts: OK, but if they so much as mention "Now listen very carefully, I will only say this once." I'll smash my TV.
Good Nutts: But that's another story. Contact Alternative Software on 0977 797777.

Amiga Diagnostics

IF YOU'RE HAVING trouble with your Amiga 500, chances are it's a simple chip problem. But how do you know what chip to replace? The Amiga Troubleshooter is a simple piece of printed (coloured red to avoid photocopying) card encapsulated in plastic.

Devised by Ian Perry of Wilcom Australia, the card relates the symptoms to the problem, and tells you the serial number of the chip to replace. If you are repairing your own 500s this is an invaluable tool. You can get your Amiga Troubleshooter from The Grapevine Group on 0101 914 357 2424.

Future brought to book



The 1993 edition of *Get the Most out of your Amiga* is packed with new information compiled from 10 experts' work.

FUTURE PUBLISHING ARE launching a range of books for the Amiga to cover a range of subjects, from AmigaDOS to desktop video. The first title, an ***Amiga Format*** book, is out now.

Called *Get the Most out of your Amiga 1993*, it's the third edition of the best-selling guide that first appeared in 1991. It's been completely rewritten for 1993 using the work of 10 Amiga experts.

Sections of the book are devoted to subjects like graphics, DTP, games, and so on, with buying advice in each. But new in the 1993 edition is a large AmigaDOS reference section. Also new is the size – well over 300 pages! "Admitedly, that was a bit of a nightmare," admits books editor Rod Lawton, "but there's just so much information in there – it got out of hand!"

The book costs £19.95 and comes with two disks containing top PD applications and utilities.

Another Amiga title is rolling off the presses at the same time. *The Amiga Format Pocket Workbench & AmigaDOS Reference Book* is a spiral-bound volume designed to sit next to your Amiga and provide on-the-spot information about AmigaDOS commands, Workbench preferences, menus, tools, utilities and commodities. "While we were doing the *Get the Most…* book we thought what a great idea it would be to publish the AmigaDOS reference separately in a handy desktop form. Then we added loads of Workbench information to make it as comprehensive as possible," says Rod. The 170-page Pocket Reference will sell for £9.95.

Watch out for more Future Books Amiga titles soon.

Power Computing's innovative 4MB 32-bit memory expansion for the Amiga 1200 is now available. The PC1204 includes these many features:

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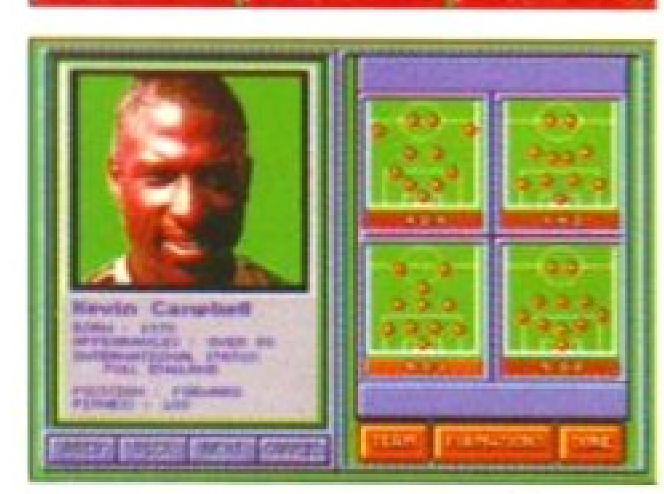
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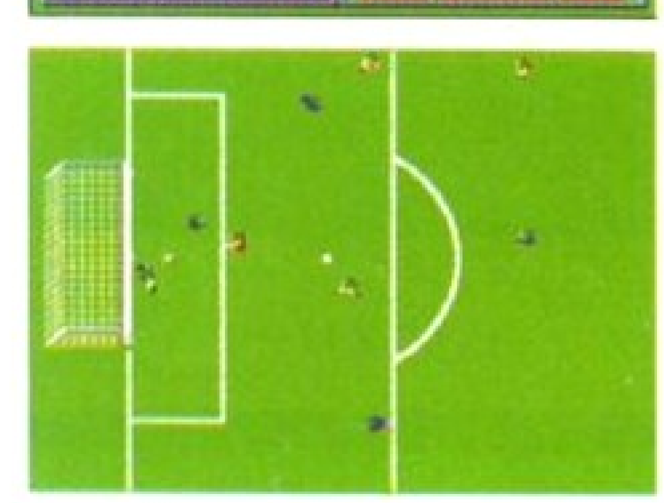
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Ishar 2: Messengers of Doom



New characters, new enemies and new magic potions are packe into the new version of *Ishar.*

THE NEXT GAME from French role-playing specialists Silmarils will be the sequel to *Ishar: Legend of the Fortress*, which was awarded 76 per cent in issue 37. *Ishar 2*, subtitled *Messengers of Doom*, features a play area three times the size of the original.

Cliff Guy of Daze Marketing, Silmarils UK distributors, says: "Its graphics are superior to *Ishar*, and the game has over 30 new characters, 70 new enemies, and 40 new magic potions."

If you already have a team of characters from *Ishar*, you can use it in the new game. Contact Daze Marketing on 071-328 2762.

Crazy Cars get crazier



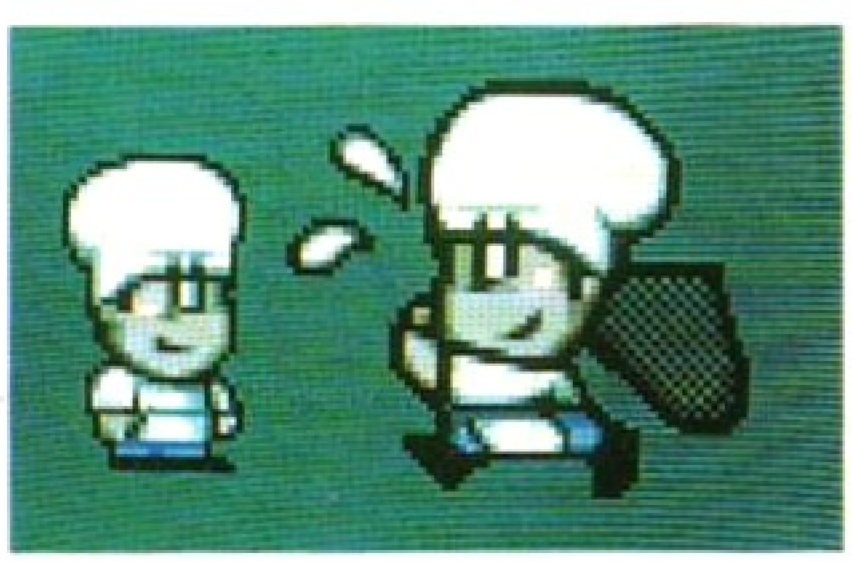
Hubble, bubble, toil and trouble - lose a life and joystick get thrown out of window...

TITUS SOFTWARE, RESPONSIBLE for the excellent *Crazy Cars III* (AF38, 93 per cent), have a number of Amiga games set for release later this year.

The first is *Super Cauldron*, the sequel to the excellent *Cauldron* released many moons ago by Palace Software (now, sadly, defunct). Strangely, although the game is prefixed with the word super, the game is not being released on the Super NES – shame, eh? (I don't think). Anyway, we now have the game, but you will have to wait until the next issue of *AF* to see the review.

Also to be released are: *Lamborghini World Challenge*, based around a similar engine to *Crazy Cars III* (September); *Prehistorik II* (October) the sequel to the fun caveman platformer; and the bizarrely-titled *Super Blues Brothers Juke Box Adventures* (also October). We will bring you more information on these games when we have it. Contact Titus on 071-700 2119.

Out to lunch on your Amiga



Mindscape come up with even weirder name shock! This is a Gameboy screenshot, by the way – the Amiga one will have much more colour.

HOT ON THE heels of the strange world of Alfred Chicken, Mindscape travel further into the realms of weirdness with *Pierre Le Chef... Out To Lunch*. This will be another platformer, with six different graphical styles covering different food styles and music.

Mindscape's James Morris says: "The six styles fully capture the flavour of each country, from the West Indies and Mexico over to France." Mmmmm-mmmm, sounds, er, good enough to eat. Um, yes. Anyway, contact Mindscape on 0444 246333.

This month's top 30

ELSPA PENGUIN CHARTS COMPILED BY GALLUP

Pos		Title / Publisher	Rating
1(2)	▲	**Body Blows** Team 17	87%
2(1)	▼	**The Chaos Engine** Renegade/Mindscape	FG90%
3(3)	■	**Lemmings 2** Psygnosis	FG94%
4(5)	▲	**Premier Manager** Gremlin Graphics	87%
5(6)	▲	**Sensible Soccer 92/93** Renegade/Mindscape	80%
6(9)	▲	**B-17 Flying Fortress** MicroProse	FG91%
7(–)	New	**Superfrog** Team 17	85%
8(–)	New	**Desert Strike** Electronic Arts	87%
9(8)	▼	**Streetfighter 2** US Gold	87%
10(4)	▼	**Sleepwalker** Ocean	FG91%
11(17)	▲	**Formula One Grand Prix** MicroProse	FG92%
12(7)	▼	**History Line 1914-1918** Blue Byte	FG94%
13(–)	New	**Chuck Rock 2** Core Design	81%
14(11)	▼	**Wing Commander** Origin/Mindscape	83%
15(18)	▲	**Monkey Island 2** US Gold	FG95%
16(21)	▲	**Graham Taylor Soccer Challenge** Krisalis	82%
17(13)	▼	**Nick Faldo's Golf** Grandslam	FG90%
18(–)	New	**Abandoned Places 2** ICE	87%
19(26)	▲	**Road Rash** Electronic Arts	84%
20(19)	▼	**John Madden American Football** Electronic Arts	FG94%
21(23)	▲	**Civilization** MicroProse	FG94%
22(10)	▼	**Indiana Jones – Fate of Atlantis** US Gold	FG92%
23(15)	▼	**AV8B Harrier Assault** Domark	60%
24(20)	▼	**Jimmy White's Snooker** Virgin	FG91%
25(12)	▼	**Zool** Gremlin Graphics	FG95%
26(27)	▲	**PGA Tour +** Electronic Arts	Comp
27(30)	New	**International Rugby Challenge** Domark	16%
28(25)	▼	**KGB** Virgin	FG91%
29(14)	▼	**Legends of Valour** US Gold	FG91%
30(–)	Re	**WWF European Rampage** Ocean	18%

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Space may be the final frontier, but how can an Amiga help you boldly go? **Richard Baguley** looks at a major new science fiction show where all the special effects are generated by Amigas.

Babylon 5



The Babylon 5 space station acts as a sort of United Nations in space, where various races of aliens can meet and discuss problems. The model that produced this image takes over 30Mb of disk space.

MAKING A SCIENCE FICTION TV programme is an expensive business. With the advent of films such as *Total Recall* and *Terminator 2*, audiences are demanding more when it comes to the quality and complexity of special effects.

These days, viewers demand realistic hideous slimey aliens and spaceships that actually look like spaceships. Unfortunately for TV companies and producers, this is expensive. On a show such as *Star Trek: The Next Generation*, a large portion of the budget goes on creating the miniature models used for the spaceships, and filming these can take weeks. All this meant that when Warner Brothers Television decided to do a pilot for a new science fiction TV series, they started looking for cheaper alternatives.

One of the companies they contacted was Foundation Imaging, founded in 1992 by two British ex-pats, Ron Thornton and Paul Beigle-Bryant. Both had worked for the BBC in the late Seventies producing the special effects for programmes such as *Doctor Who* and *Blake's Seven*, but moved to the US to work in movies.

In 1987, they were introduced to the Amiga and the Video Toaster, which was still being developed by Newtek. Impressed by both, they bought two Amigas and began to experiment with various programs. This further convinced them of the potential of the machine for video work, although they weren't impressed by the software, with the exception of *Sculpt-Animate 4D* and the ray tracing program which comes with the Toaster, *Lightwave 3D*. Ron Thornton explains: "I'm not a computer person. If it doesn't directly relate to what I'm trying to do, it's just a waste of time". When he finally got hold of a finished Toaster, he was impressed, and used it for his work. "The great thing about the Toaster is that it's very user friendly in the 3D area."

To get some real work done with the Toaster, such as the images seen on these pages, Ron and Paul set up Foundation Imaging with a network system of 12 Amiga 2000s, each fitted with a Toaster, and eight with a 68040 chip with 32Mb of RAM. These machines have no hard disk and boot up from floppy. They are linked into a network, and can be remotely controlled by using AREXX. The network is controlled by an IBM fileserver, with a five Gigabyte (5,000 Megabyte) disk attached, and

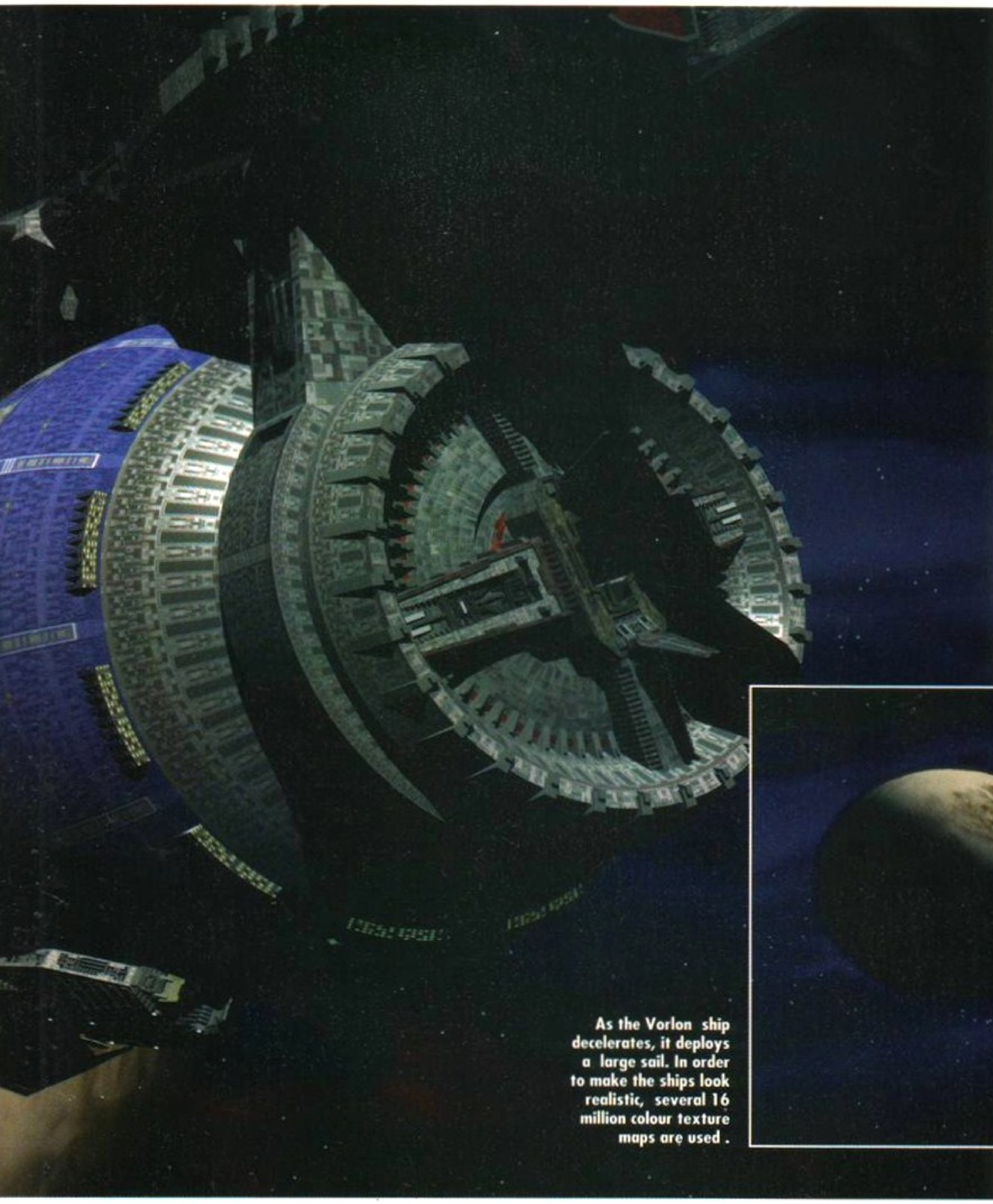
The Vorlon ships (below) look very organic, avoiding the sharp angles and shadows usually associated with computer generated graphics.

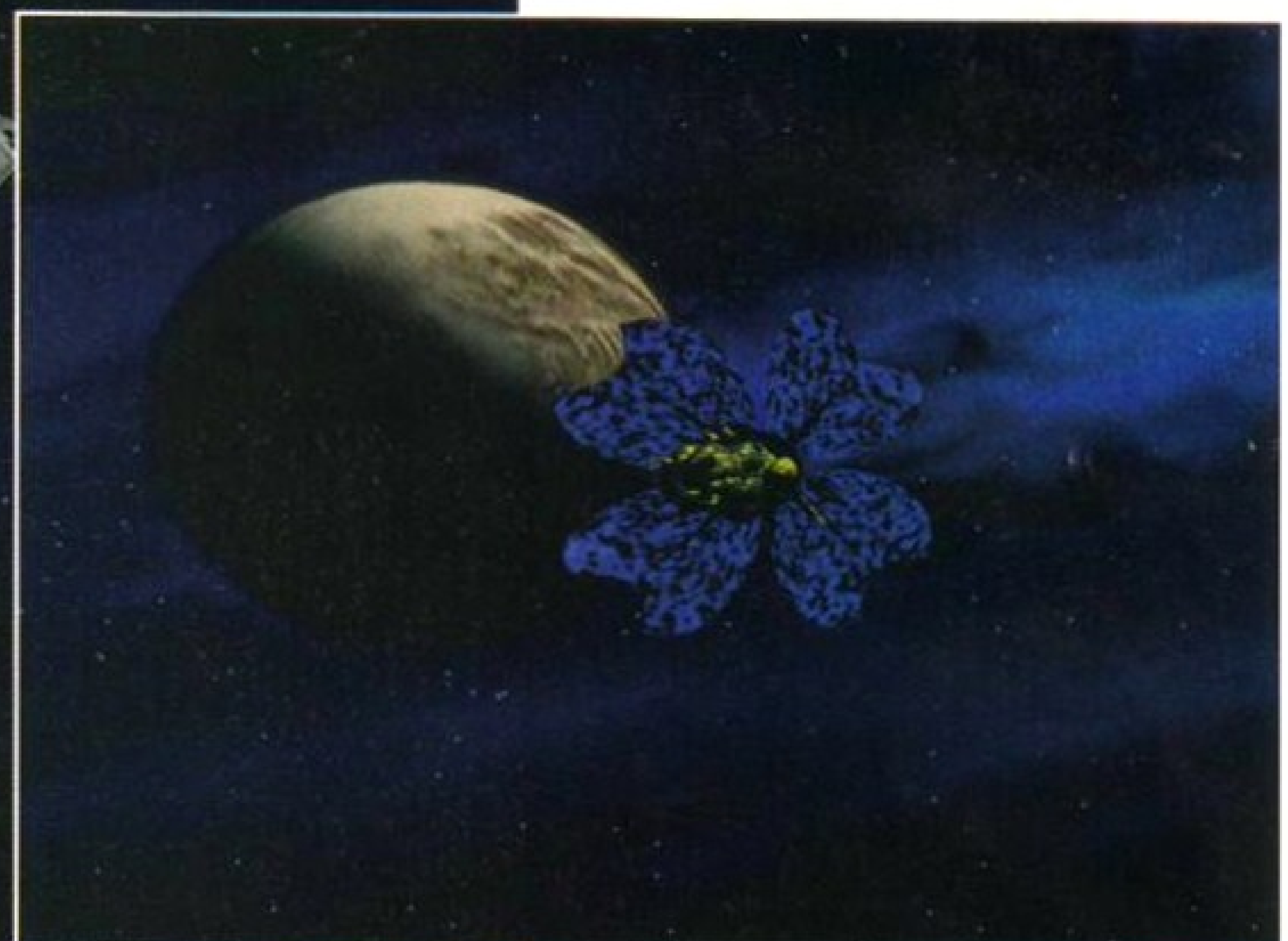




64Mb of RAM. Once the animators have planned the scene by placing the objects, setting up the lighting and describing how the objects move, the fileserver sends the information for one of the frames of animation to an Amiga, which renders the image in 16 million colours and sends the file back to the fileserver. This typically takes around five minutes for each frame, although really complex images can take several hours, even with the incredible processing power of a 68040 machine. An average 400 frame scene (which lasts about 13 seconds) will take around five hours to complete. This set-up means that they can be rendering several images, and spooling the final results to videotape at the same time, saving time and money.

Of course, none of this would be any use without some realistic looking models to render. Ron spent several weeks working on these, with results that look incredible, as you





As the Vorlon ship decelerates, it deploys a large sail. In order to make the ships look realistic, several 16 million colour texture maps are used.

can see from the images on these pages. The Babylon 5 station in the main image is composed of over 200,000 polygons, with around 120 different textures applied to the surface to give a realistic look. Fifteen 24-bit surface maps were also used to give the station the necessary well worn look. Of course, all of this requires a lot of memory, and 32Mb is only just enough to load the station, a planet and the starfield background.

This attention to detail allows Ron to do what he calls 'Cosmic zooms' – shots which start off in the depths of space and zoom right into a window on the Babylon 5 space station. Even when you get really close into one of these models, it still looks incredibly realistic.

Even 32Mb runs out sometimes, especially on a shot with over 200 different ships in it, each of which is composed of several thousand polygons. So to complete one particular shot, groups of ships were generated on different machines on the network, and *Art Department Professional* was used to composite these images together. Producing the final image was, as Ron describes it, 'A complete nightmare', but the results are excellent.

Following on from the success of the pilot show broadcast in the US in February, Warner Brothers commissioned 20 episodes of Babylon 5, which means that Foundation Imaging will be rather busy for the next few months producing the graphics for the show. They've just got the script for the first episode, and are pleased that it includes plenty of graphics, including three major space battles. At present, no UK television station has decided to broadcast the show, although Warner Brothers are planning to release it on video in September.

Foundation Imaging have now set up an incredibly powerful Amiga system for producing professional computer graphics quickly and cheaply. So what does the future hold for the company? Apart from the 20 episodes of Babylon 5 they have been contracted to supply graphics for, Ron Thornton is understandably reluctant to talk in detail about future projects. However, one project he is working on is a car show which will be like "Knight Rider on steroids". There is also the possibility of working on a remake of *Thunderbirds*, although this is still being discussed.

Ron Thornton and Paul Beigle-Bryant have proved that the Amiga is a brilliant machine for producing professional looking graphics on a limited budget. Foundation Imaging's studio cost far less than a comparable set-up using Apple Macs, which are also commonly used for producing special effects.

Hopefully this will convince television companies on both sides of the Atlantic that it is possible to produce good, high quality science fiction TV without spending the $1,500,000 that *Star Trek: The Next Generation* costs per episode.

With such talented people using Amigas for producing programmes that will be seen around the globe, can there be any doubt that the Amiga is becoming the standard machine for serious graphics work?

TOASTING IN THE UK?



The Video Toaster is a great piece of equipment, which has won widespread acclaim in the US. Many TV stations use it in their programmes, and it's even got a magazine dedicated to it. So why can't we use it in the UK? It's because the custom chips in the Toaster are specifically designed to work with the NTSC (National Television Standards Committee) standard which is used in the US. Making it work with the PAL (Phased Alternate Line) system used in the UK would involve redesigning these chips, and Newtek don't think that there is a sufficient market to warrant this expensive process.

It is possible to convert signals between NTSC and PAL using a device called a transcoder, and this is what people who use Toasters in the UK have done. Unfortunately, a good quality transcoder will cost you approximately £10,000, which rather increases the cost of setting up a video studio around a Toaster.

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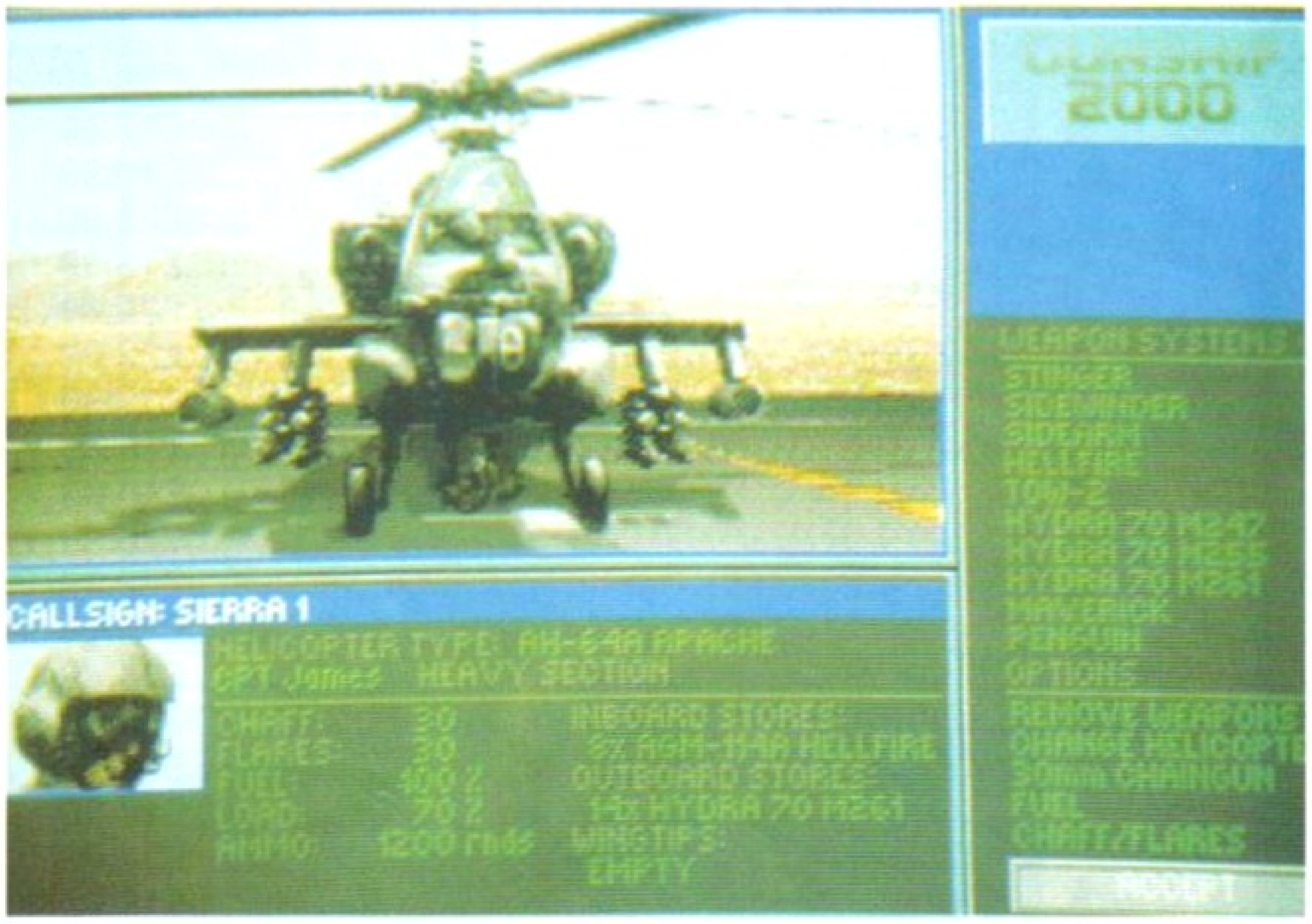
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Son of a Gun

The Apache's back, and this time it's war. Gunship is returning to our Amigas after a break of more than three years. **Andy Nuttall** takes to the skies…

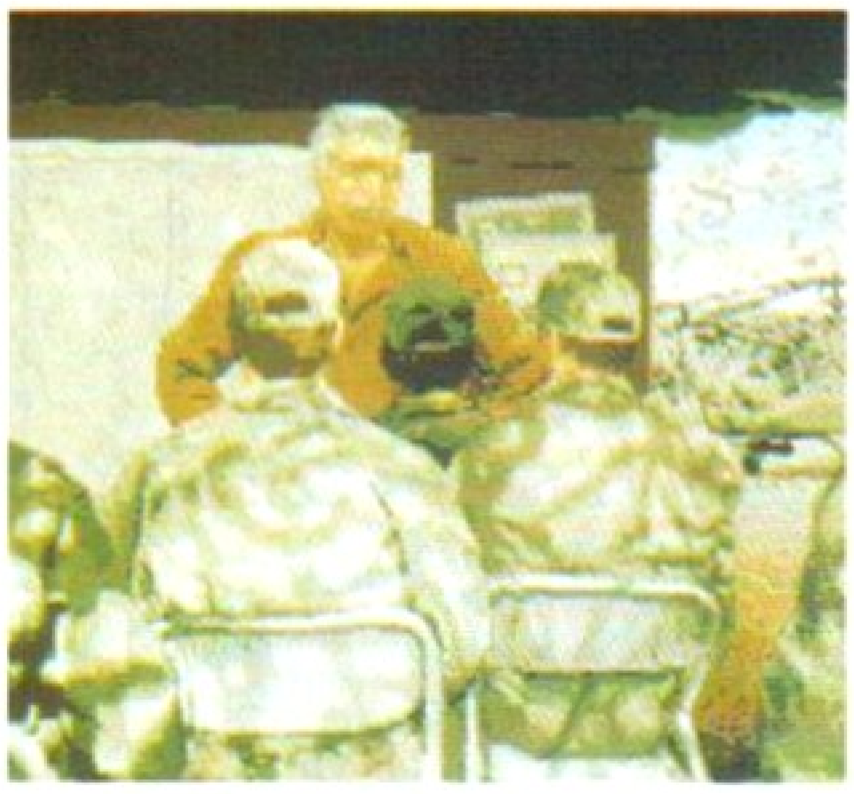
AH, GUNSHIP. A name carved in all our hearts here at ***AF***. Not because we're addicted to it, but simply because it was reviewed back in issue 1, receiving 87 per cent.

Now MicroProse are almost ready to release the sequel, *Gunship 2000*, which is massively advanced in terms of the 3D system used. The designers realised that they couldn't use the 3D system from *Gunship* because it couldn't display enough detail. Also, because a helicopter flies at a lower altitude than aeroplanes, the system used in other products like *F-19 Stealth Fighter* and *F-15 Strike Eagle II* couldn't give a low enough view of the ground.

So, they designed a new system which enabled lots of detail, and called it Topographical 3D. This enabled them to build realistic detail into the terrain – for instance, trains move along the railroad tracks, and buildings and trees have a high amount of detail. Also, where normal 3D games are flat, with the odd mountain here and there, *Gunship 2000's* terrain varies in height all the time. The music is really a cut above the norm for MicroProse games. It was written by Dave Whittaker, who is renowned along with Rob Hubbard and Ben Daglish for the majority of Commodore 64 game soundtracks. The military theme of the game is made stronger by the soundtrack which includes helicopter samples, distorted voices talking via radio, and amazingly atmospheric booming chords.

Unfortunately, the sound effects aren't in the version we've been playing, but if the music is anything to go by, it should be pretty stunning. James Hawkins, Project Manager for *Gunship 2000*, said: "The Amiga version includes full stereo sound effects. If you bank to the left, the rotor blade sounds move to the left as well. Also, the distance fading feature means the noise a missile makes will become louder as it flies towards you." We can't wait!

Mark Langerak, who previously worked on *Knights of the Sky*; Adrian Scotney, who worked on *F-19* and *F-15 II*; and Mark James have been working on the Amiga game.



"Right, we're going to go out there to kick some ass. Hey, you at the back – stop fidgeting or you'll be kept behind after the briefing."



Don't stop at the lights, or somebody will start cleaning the windscreen!

Playing the game is a really weird experience. If you've only really played aircraft flight sims before, the slow speed of *Gunship 2000* certainly takes some getting used to. Control is really responsive, but moving forward can seem too slow at first. Once you're used to it, though, you find that the speed is just about right, and getting to the primary and secondary targets of each mission takes no time at all.

Loads of armaments are at your disposal – as standard you get Hellfire and M261 missiles, and the good-ol' trusty canons. The detail doesn't stop at the buildings and other targets, it also applies to the explosions that occur when you blow them up. Bits of shrapnel fly out along with plumes of smoke, leaving only wreckage – which remains as wreckage for the rest of the game. If you find a train, you can blow bits of it up, leaving the engine moving and some carriages stranded, but if you blow the engine, the train stops! This is a feature which, says James Hawkins, wasn't even included in the PC version!

Gunship *2000* is glorious, even in the state that we've seen it – with all of the game in there, but no sound effects. If MicroProse get the sound right, this could be a stormer. Will it receive the elusive ***AF*** Gold award? Watch out in next month's issue for a full review.

AMIGA FORMAT SPECIAL

YOU WANT

Whether you're a seasoned Amiga user or a total newcomer to the best home computer in the world, you will always want to get more from your machine. And the best way to get more is to know more. This is where we come in...

WE'VE GOT 'EM!

The *Amiga Format Question & Answers Special* is

Welcome to the Videodrome!

From chromakeying cover girls against alpine backgrounds to picking out all the best hardware and software you'll need to create professional video effects – **Jason Holborn** has it all in this seven page definitive guide to the Amiga and video...

SITTING ON YOUR desk is one of the most revolutionary developments in video technology since the release of the video recorder. That humble little slab of silicon and plastic that plays such great games has single-handedly revolutionised the professional video market, bringing the power of a £100,000 video studio within reach of the average user.

Although other computer manufacturers have since jumped on the video bandwagon, the Amiga still reigns supreme as the choice for the discerning desktop video producer on a budget. With the recent release of the A1200 and A4000 with their all-singing, all-dancing AGA chip sets, the Amiga is now even more equipped to take on the Quantel Harrys and Silicon Graphics workstations of this world.

But why the Amiga? After all, machines such as the Macintosh and PC offer similar graphic capabilities for pretty much the same sort of cash. The answer lies deep down inside the Amiga's circuitry. Hidden within the Amiga's Denise chip (or 'Lisa' under AGA) is a special circuit that allows the Amiga to synchronise with an external video signal. You won't actually feel the benefits of this facility if you use your Amiga for nothing more than the odd game or two, but it was placed there for the sole purpose of equipping the Amiga with the technology required to work with professional video equipment. Hardware developers have been quick to catch on to this facility, and a whole range of genlocks have been released that signalled the arrival of desktop video, an application that the Amiga virtually invented.

Everyone knows that the Amiga has found its way into video studios all around the world, but you may not have realised how popular the machine really is. Thanks largely to products such as NewTek's VideoToaster and Centaur's OpalVision card, the Amiga is giving sterling service in most professional video production facilities due to its low running costs and top quality performance.

Many films and television programmes have been touched in one way or another by that special Amiga video magic – *Quantum Leap*, *RoboCop 2*, *Amazing Stories*, *The Chart Show*, *GamesMaster*, numerous music videos and even Sky TV's new *Games World* – all owe their existence to the Amiga. That's not to say that the Amiga's video talents are only appreciated by professionals, though. Far from it – anyone with a fairly basic Amiga set-up can get involved.

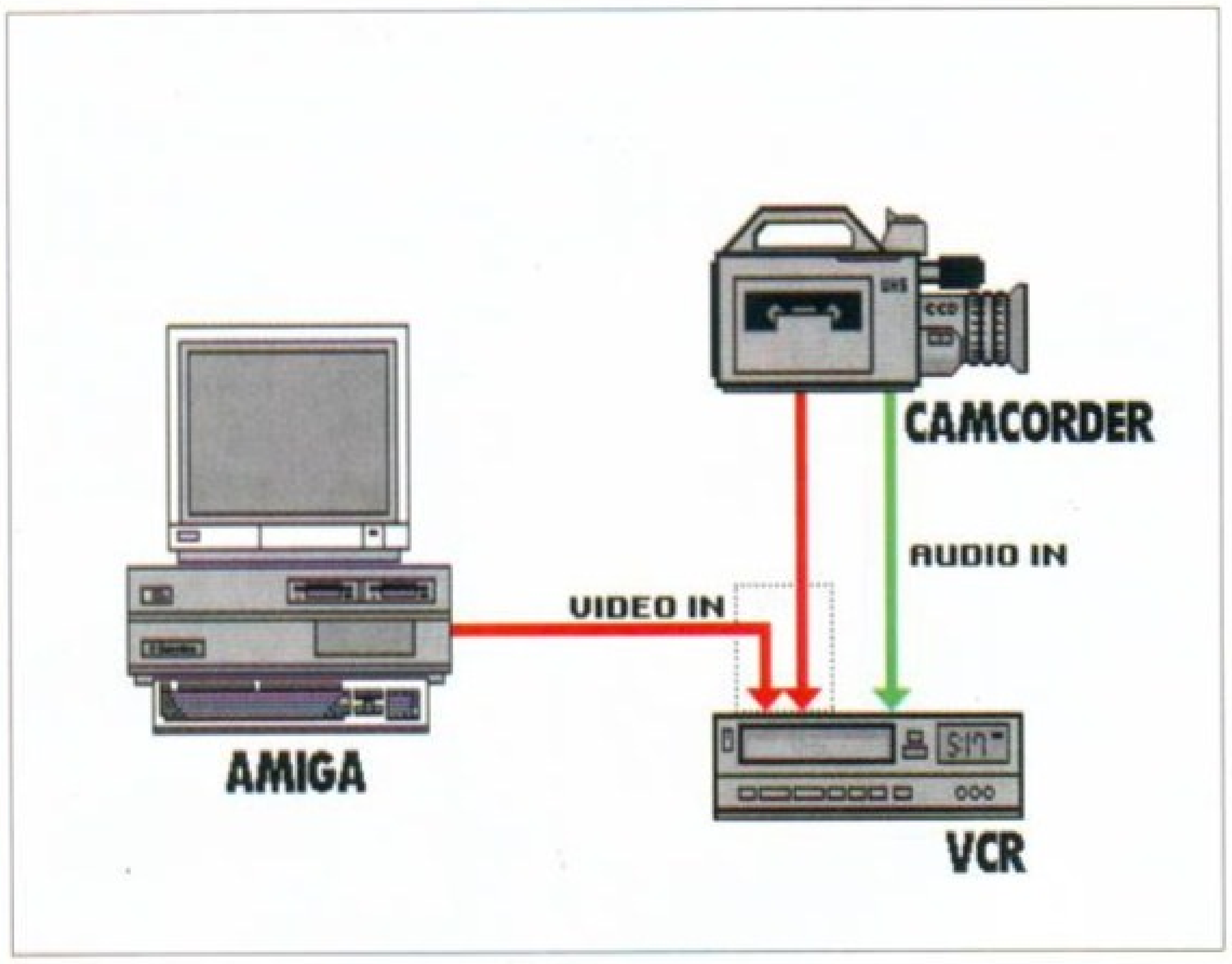
Even with nothing more than a camcorder, a second VCR and your Amiga, you can enter the DTV arena. However, add some extra hardware (a genlock and a digitiser, for example) and the right software, and you will be able to create video productions that would have turned the BBC's engineers green with envy little more than 10 years ago.

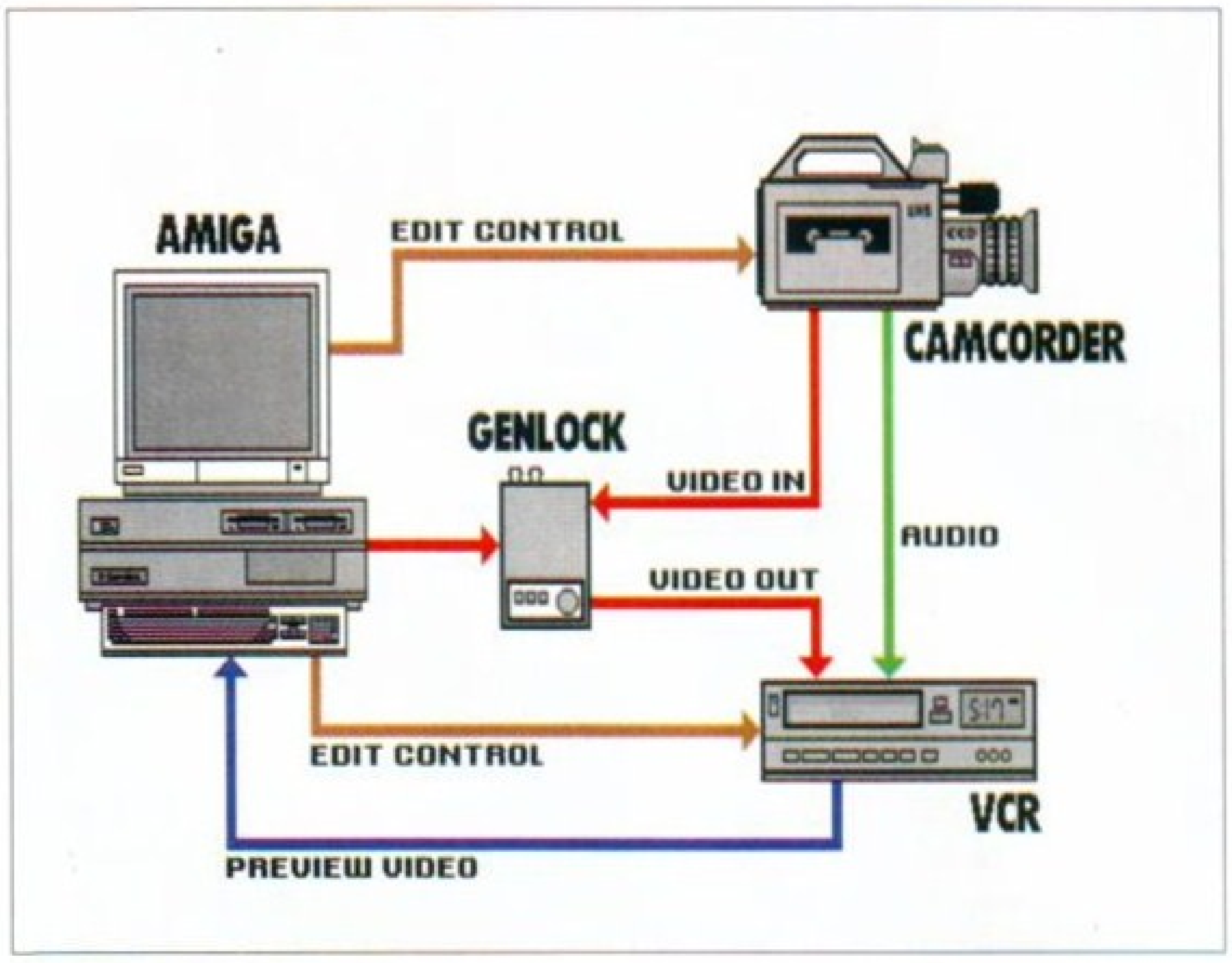
Most applications are limited by the machine they run on, but there's no reason why you couldn't create anything with your Amiga, from a fully captioned wedding video to your own sci-fi series (complete with special effects); the next six pages will show you all you need to know...

Continued overleaf



Getting started in desktop video:





SET-UP 1

This is perhaps the most basic desktop video system you could buy. The destination video (the VCR) can take its input from either the Amiga (via the colour composite output) or the camcorder (you can use a second VCR if you don't own a camcorder), but at this level, the two devices are kept separate. Whenever the Amiga is connected to the VCR, the camcorder must be disconnected because most VCRs can only handle one video signal at a time (unless you use a video switcher, that is).

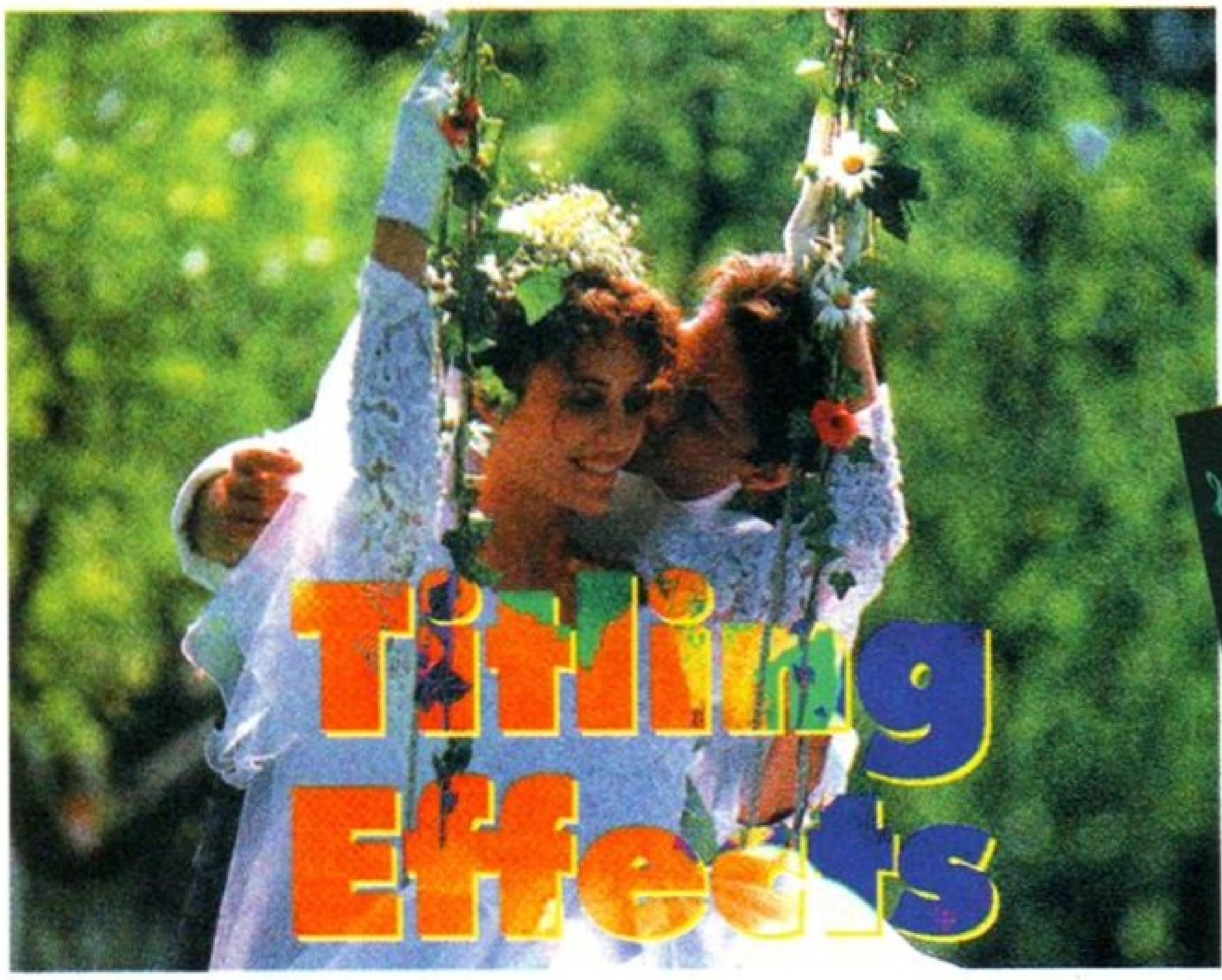
(Note: for a video to receive a video signal from an external source other than a TV aerial, most have to be switched over to accept the signal by flicking a switch on the back of the VCR – often labelled 'External In'.)

SET-UP 2

If you're looking to venture further than an elementary DTV environment, you'll quickly find that Amiga desktop video begins to come into its own when you add a genlock. This is an inexpensive (from around £100) device capable of mixing two video signals together. What's more, a genlock can 'key' the Amiga's graphics on top of the live signal, allowing you to produce titles that can be superimposed on to your video images.

The genlock's output is fed into the 'Video In' socket on the VCR, and a preview of the keyed video signal can then be relayed into the 'CVBS' socket on the back of any Amiga monitor. If you're using a TV, then simply feed the 'RF' output from the VCR into it.

Lights! Camera! Titles!



Once you've got used to your basic set-up and have started to produce some work of your own, you'll want to get into titling. This can transform home videos into well-documented films.

BY FAR THE most common desktop video application has to be video titling – the reason why most of us decided to hook our Amigas up to video recorders in the first place! Although most camcorder manufacturers produce dedicated hardware-based character generators (some camcorders even have them built in), you would have to pay a lot for a character generator that came close to the sort of titling power the Amiga delivers. Most character generators are limited to rather chunky monochrome text with just a single font on offer.

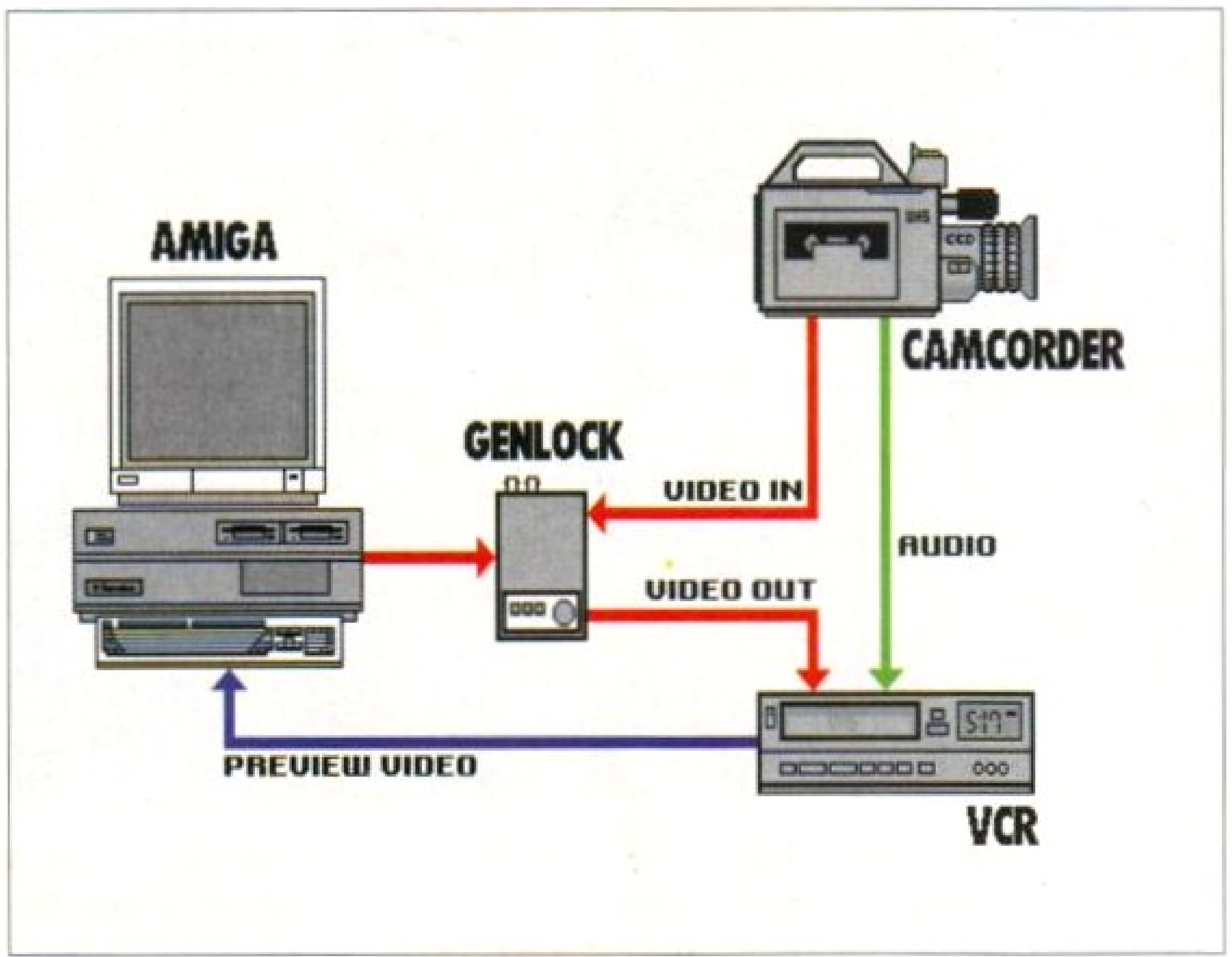


Showmaker is appropriately named; it brings big-screen presentation techniques to your videos.

A video titling program allows you to generate and place text on to the screen. Yep, it's as simple as that. Amiga video titling programs come in three flavours – simple text screen generators (*TV*Text* – available on *AF*40), text slideshow programs (*Scala 500*), right up to full blown presentation programs (Gold Disk's *ShowMaker*) that not only handle video titles, but can also handle animations, ARexx scripts and even Audio.

The advent of outline font support within the Amiga's operating system has made a big difference to Amiga video titling programs. Now that outline fonts can be used by any application that would have previously been restricted to the Amiga's rather chunky bitmapped fonts, you can expand and shrink text

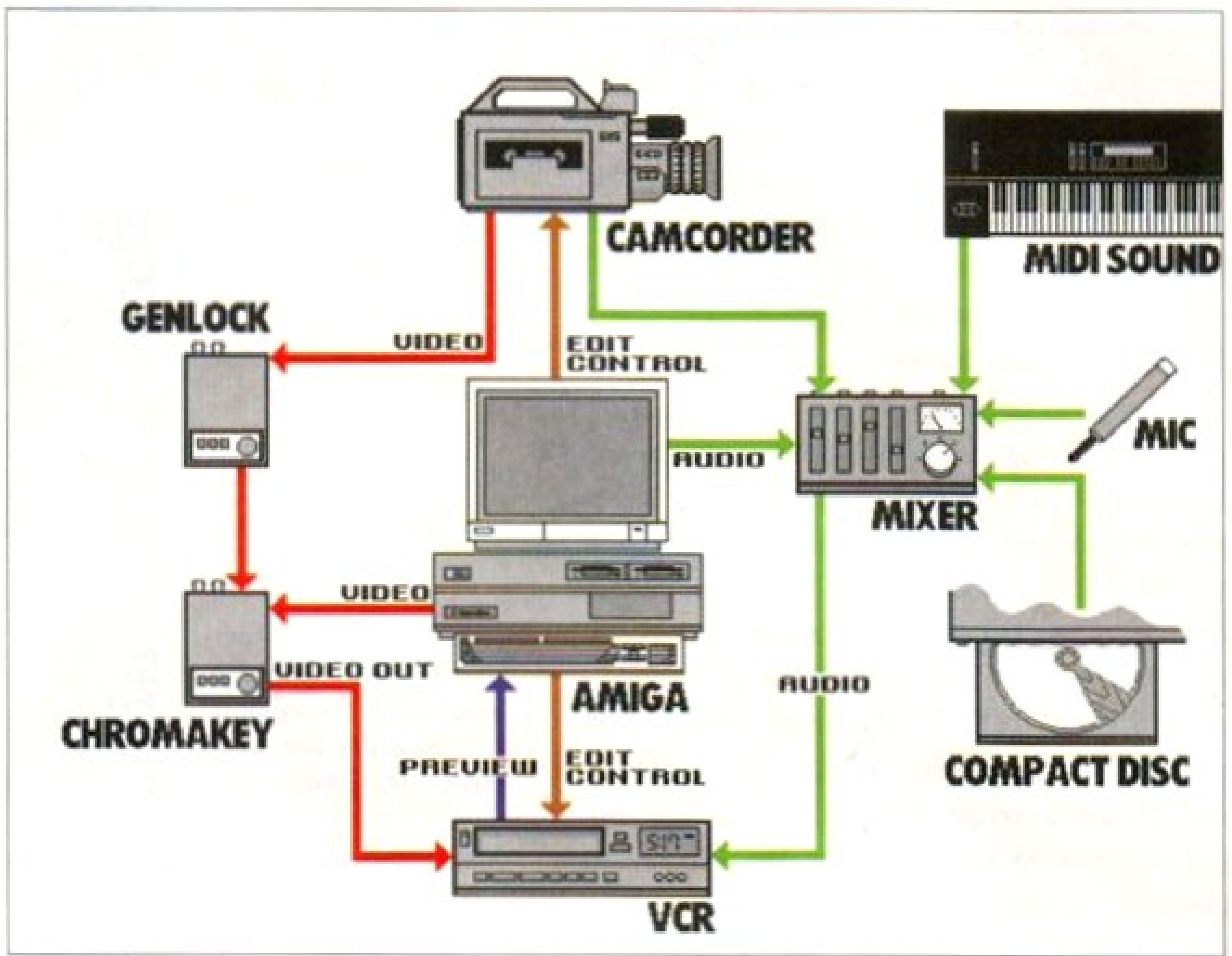
The four most common desktop set-ups



SET-UP 3

This is essentially the same as set-up 2, but this time the Amiga is given direct control over the video editing process using a product such as Gold Disk's video editing system, *Video Director*. Although manual editing is possible, using the Amiga gives far greater flexibility over the editing process.

***Video Director* allows you to highlight any part of a video by specifying the start and stop position of the tape. Once several of these 'scenes' have been defined, you can then play around with them, rearranging their order without affecting individual scenes. What's more, an Amiga-based video editing system takes away much of the work involved in compiling the final master tape, leaving you to concentrate on the more creative aspects of the video producer's art.**



SET-UP 4

At the top of the scale, this is the state-of-the-art in home desktop video. Building up on set-up three, both the audio and visual side are extended by adding a chromakey system and an audio mixer connected to extra sound sources.

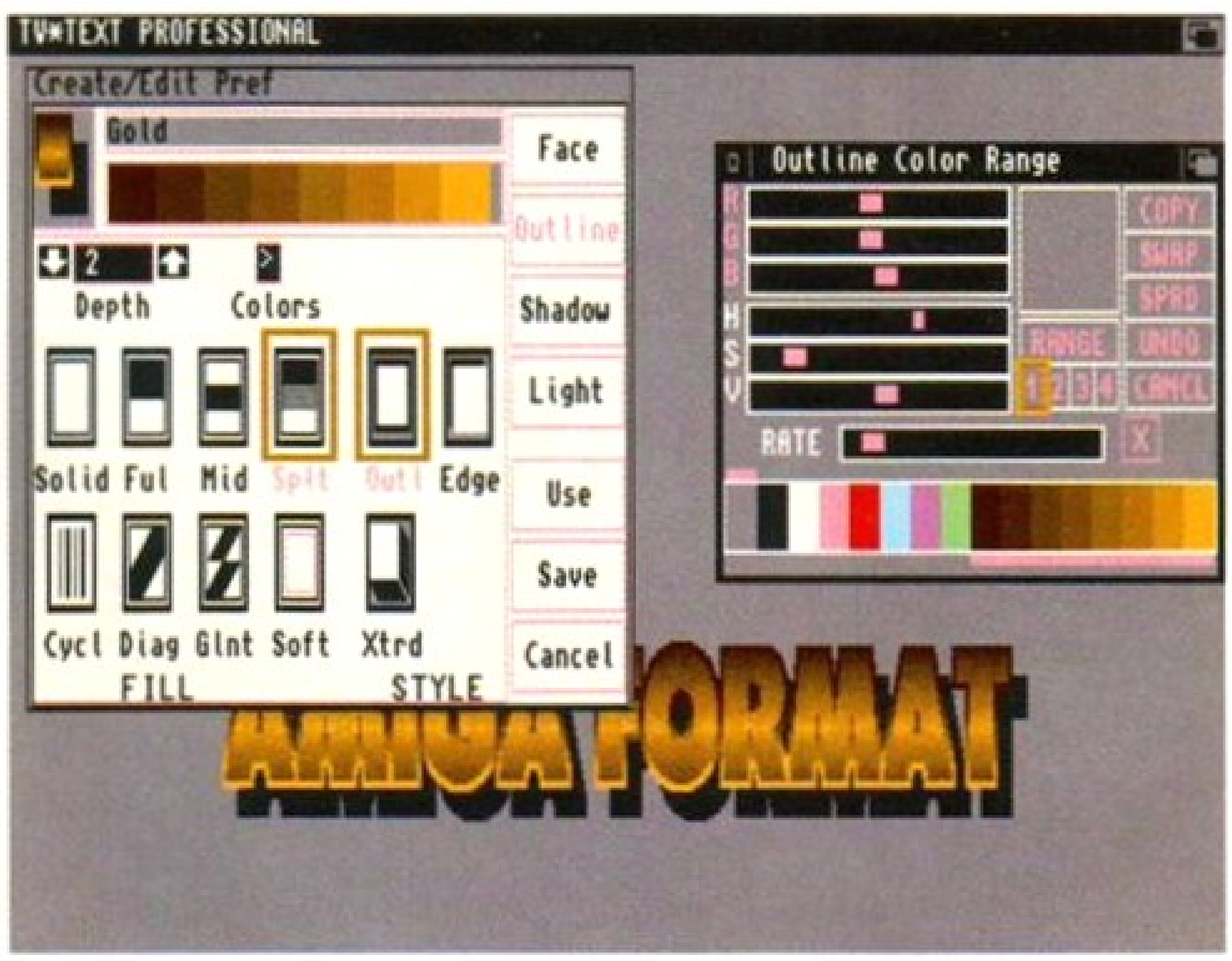
The audio mixer allows the mixing of additional sounds without losing the video's original sound track. As well as feeding in the video's sound track, the set-up is: a CD player for backing tracks, a MIDI-compatible sound module for writing your own backing tracks (and the Amiga can be used to play the sound module under MIDI control), a microphone for commentaries, and the Amiga's own very capable audio channels. A basic four-channel audio mixer can be picked up for around £50 from just about any electrical store.

to any size with no loss in quality. Combine this with the Amiga's new SuperHiRes mode and you've got what amounts to the perfect video titling machine.

A healthy selection of video titling programs are available for the Amiga, and some of the best come from Scala UK. At £99, *Scala 500* is cheap, easy to use (two factors that helped it to win an *Amiga Format* Gold award in Issue 33), can produce titles from scratch, and offers a wide range of page transitions and screen effects. *Scala MM200* will do everything that *Scala 500* can do plus a whole lot more – it's aimed more at multimedia, which explains its rather high price tag (£399).

Another popular heavyweight titling program (used on the late night music show *The Hitman & Her*) is *Broadcast Titler 2*. Although rather old, *Broadcast Titler* is a very powerful program that uses its own font format for high quality fonts. It also performs automatic 'anti-aliasing' of text, increasing the resolution further. Just released, *Broadcast Titler 2* handles the ECS 'SuperHiRes' screen mode although an AGA version has not been confirmed. For heavyweight titling, *Broadcast Titler 2* is worth investigating.

*TV*Text Professional* is a more up-to-date version of the video titling program on *AF* Coverdisk 40. Like *Broadcast*, it can only handle a single screen at a time (so you will need a video slideshow program such as *Elan Performer*), but it can apply a whole range of textures to text including a nice line in gold.



TV*Text Pro allows you to apply textures to text. If you want a copy, it's on the Coverdisk of AF40 – available on Page150 of this issue.

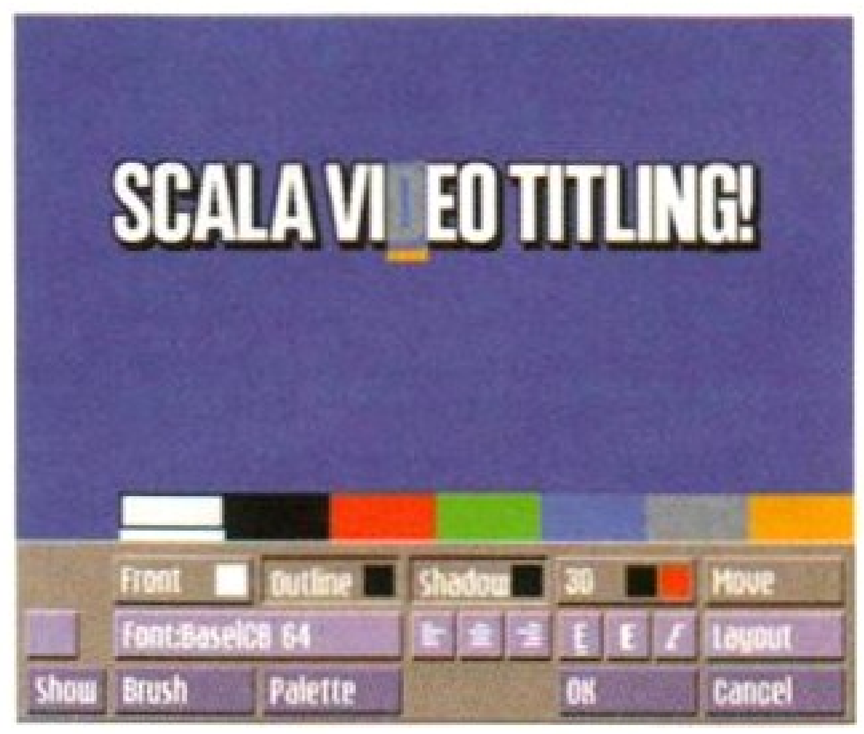
It might not be designed as a video tool, but Soft Logic's *PageStream* desktop publishing program is very useful for titling. Although it's not really suitable as it stands (the rulers tend to get in the way), it's great for producing slanted and rotated text.

Thanks to *PageStream*'s use of outline fonts, text remains smooth and without jagged edges, no matter how much you twist and distort it. To use text that's produced within *PageStream*, you will need a screen grabbing utility such as *Quick Grab PD* screen grabber that is available from most PD libraries. Now it's time to take a look at genlocks and jargon.

Continued on Page 50



Although not an obvious choice for video titling, Soft Logic's *PageStream* offers unrivalled text manipulation facilities.



The industry standard video titling package for the Amiga has to be *Scala*.

Video jargon explained...



With so many different tape formats available, choosing a camcorder can be a frustrating business!

TO MOST OF us, video is video, but this couldn't be further from the truth. Video signals are not all the same – the composite signal produced by an American Amiga is completely different from the composite signal produced by an Amiga in the UK.

British Amigas, and video equipment designed for the British market, are based around a television standard called PAL (Phase Alternate Line). It offers 512 lines of video information per screen at a redraw rate of 50 frames per second. The Americans use a video system called NTSC (National Television Standards Committee). What this actually means to the average Amiga user is that any video equipment designed for the American market is totally incompatible with video equipment designed for this side of the pond, so don't buy any video hardware that is badged 'NTSC compatible'.

Amiga video equipment also comes in composite and Super VHS (also known as YC). These labels refer to the type of video signal that the equipment can handle. This should be matched to the VCR and camcorder you use – if you own Super-VHS equipment (which offers higher quality than the standard composite-based VHS system), then buy a Super-VHS genlock. But be aware that your TV must also be Super-VHS compatible to handle a Super-VHS video signal. Life gets even more complicated when you choose a camcorder. With so many different tape formats available (VHS, VHS-C, Hi8, ED-Beta), it's easy to get confused. As a simple rule though, go for the best quality tape but check that the camcorder can produce a video signal compatible with your video set-up.

Continued overleaf

GENLOCK JURY



A genlock such as Rendale's Super A8802 allows you to mix the Amiga's graphics with an external video signal.

While the Amiga's composite video output allows you to record any graphics you have created directly on to video tape, you can't superimpose these graphics on top of an existing video signal without buying a genlock first.

With a genlock connected to the RGB port of your Amiga, you will be able to mix titles, graphics and animations created on your Amiga with live video footage. But the process of overlaying computer graphics is a minor function of the genlock. To get the results that we see on our Amiga monitor, all genlocks carry out three basic functions – they encode, genlock and then key video signals. Encoding is where the Amiga's RGB output is converted into the format required by the genlock (usually PAL composite or Super-VHS). The Amiga already has its own encoder built in, but this only produces a monochrome composite signal.

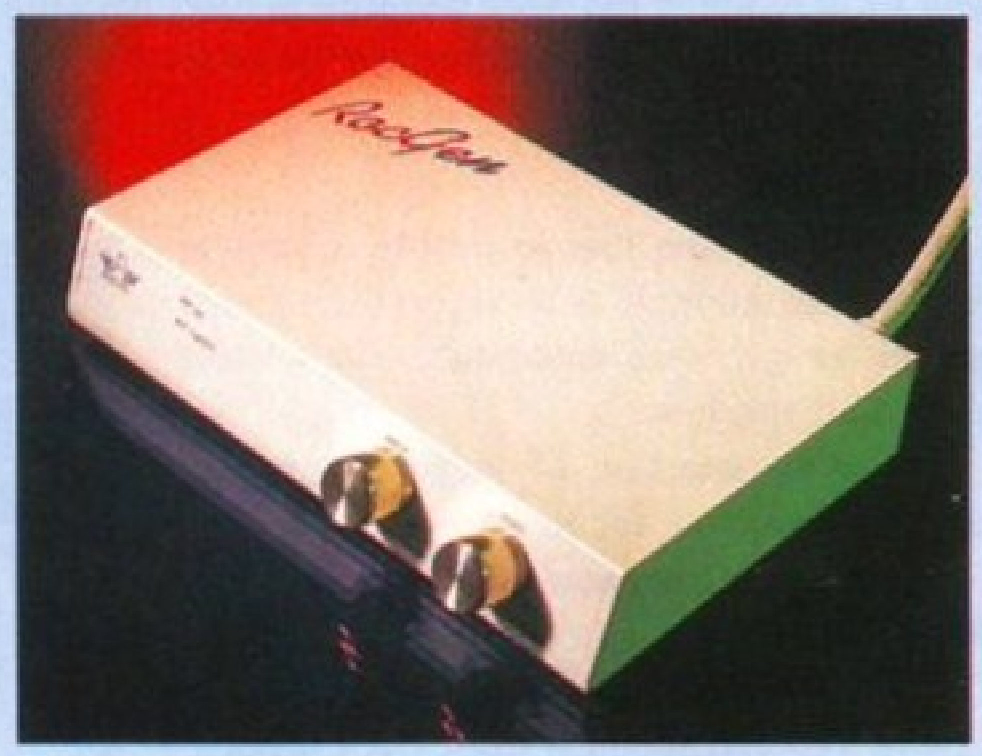
Once the Amiga's video image has been encoded, it is then synchronised at sync pulse level with the video signal from the source VCR bringing both into harmony. This is what the term 'genlocking' refers to – the combining of two video signals at synchronised pulse level.

The genlock's third function is to superimpose one signal on top of the other. Keying works by completely replacing a particular colour (the 'key' colour) within the Amiga picture with the video signal from the source VCR. Cheaper genlocks restrict you to colour zero (the background) as the key colour; better units allow you greater control.

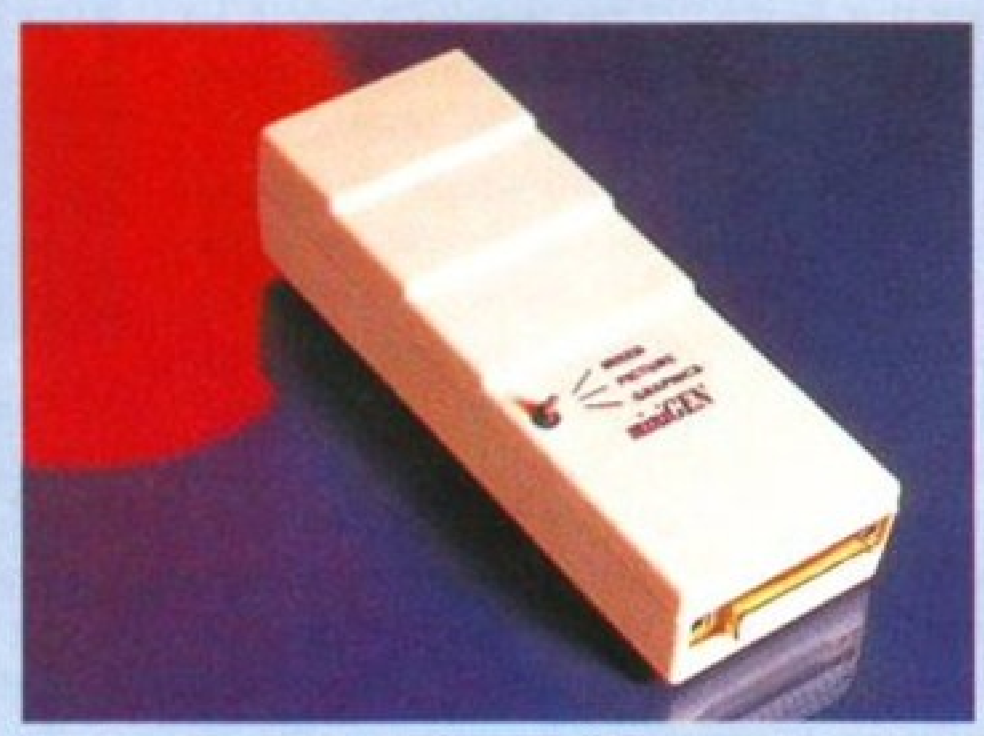
Genlocks are available for the Amiga to suit every pocket. At the bottom of the scale is ASDL's MiniGen, the first sub-£100 genlock to be released for the Amiga. MiniGen connects to your Amiga's RGB port and offers the usual 'Video In' and 'Video Out' connectors. It's a simple no frills affair that offers a reasonable picture quality. Roctec's RocGen and RocGen Plus (£199 – or win one on Page 125) genlocks both offer superior picture quality, plus fade and dissolve controls for fading in and out the entire genlocked image or just the Amiga's graphics.

Further up the scale is Rendale's range of genlocks which comprise the A8802 and A8802 Super-VHS models (£499). The A8802 offers brilliant picture quality, but with no external controls. If you want to work with Super-VHS signals, opt for the Rendale Super A8802. It offers improved picture quality, and comes with a control box with cross-fading, fading to black and extra video 'wipes'.

Finally, G2 Systems are worth talking to for semi-professional genlocks. The GeneSys genlock offers keying and genlocking circuitry based around the professional VideoCentre 3 genlock.



RocKey gives you access to extra effects such as fade and dissolve, and produces superior picture quality.



MiniGen costs under £100, and is the cheapest genlock for the Amiga. It will easily suffice for home videos.



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Chromakey effects

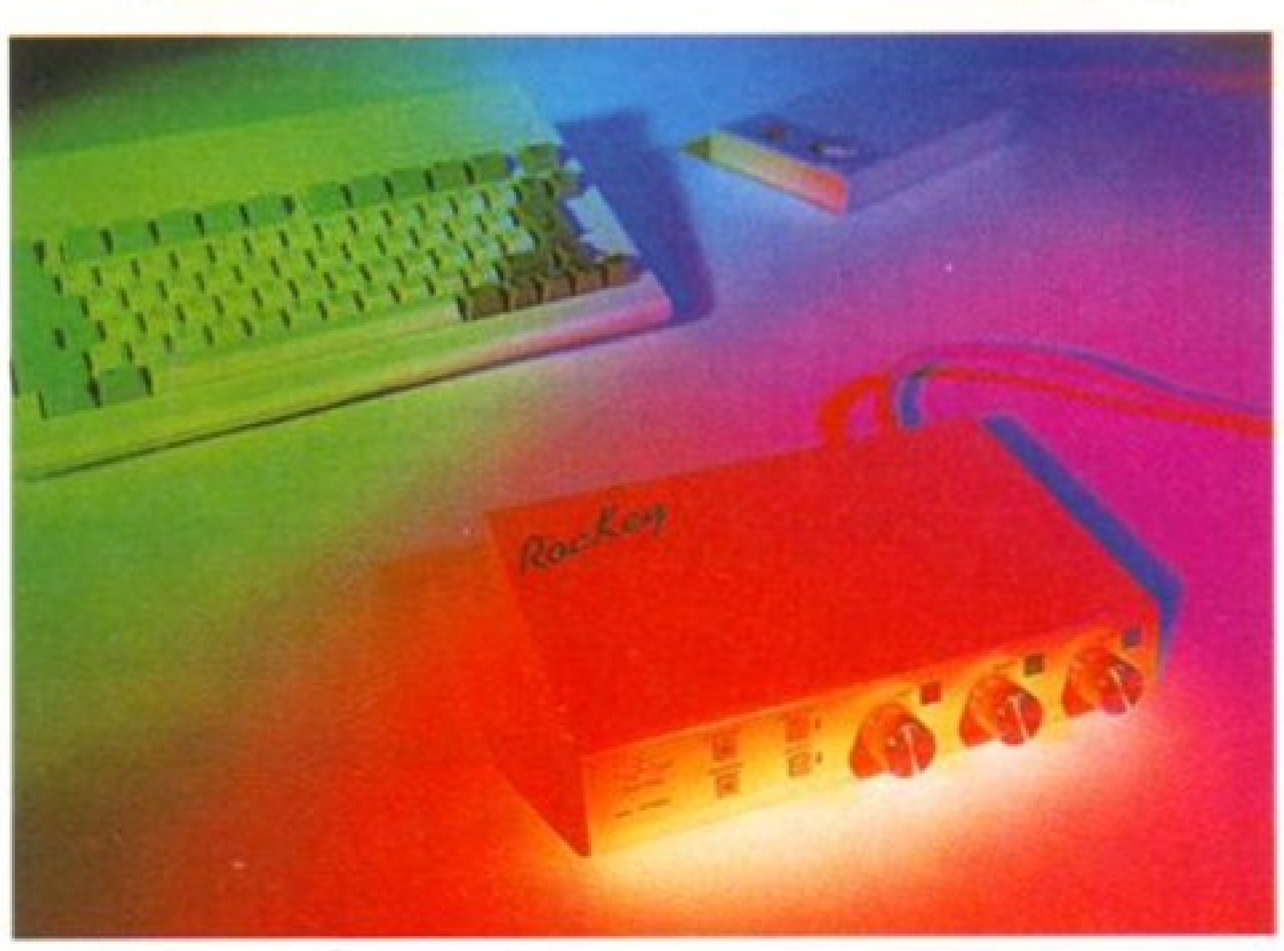


Explore the world without ever leaving your Amiga with a Roctec chromakey.

WE'VE ALREADY SEEN how a genlock can superimpose the Amiga's graphics on top of a 'live' video signal. A chromakey system, on the other hand, works in exactly the opposite way – the video signal is superimposed on top of the Amiga's graphics. A good example of this effect is old Michael Fish (or our covergirl this month), he is keyed over the top of a computer-generated weather map. As far as Mr Fish is concerned, though, he's pointing at a plain blue background – it's not until Michael's image is fed through a chromakey that the map graphics are added. chromakey systems have also been used to make Superman fly across the skies of Metropolis, plus many other sci-fi effects.

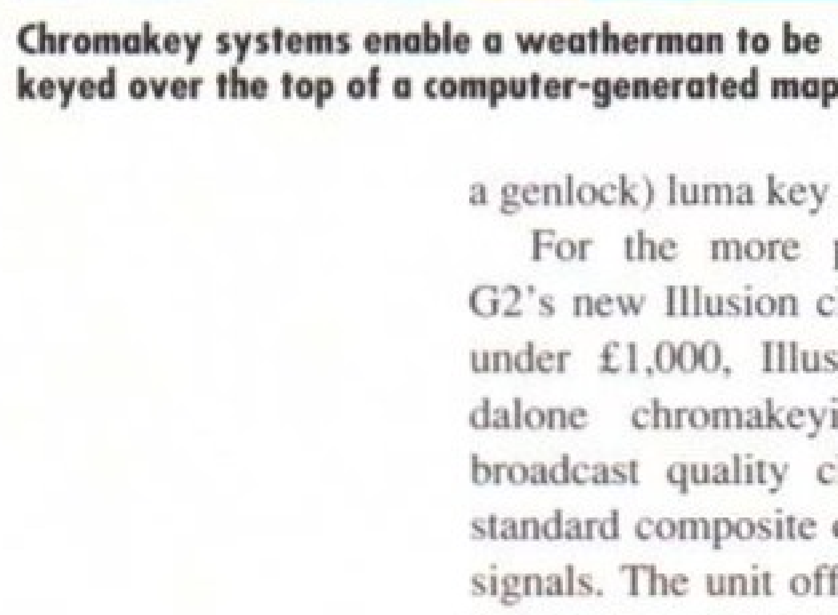
In order to understand how a chromakey works, you need to understand how a video signal is structured. Video signals are essentially made up of two separate signals – chroma and luma. The chroma carries the video signal's colour information, while the luma carries the brightness information. If the luma is removed, you get a very dark colour image, and if the chroma is removed, you get a black-and-white image. Both of these signals are very important if you want your video production to appear in full colour.

Chromakey systems work by adapting both the chroma and luma content of a video signal and removing certain areas of the signal through colour keying (removing a specified colour from the source signal). The word chromakey can therefore be roughly translated as 'colour removal' and this is essentially what a chromakey system does – it removes every occurrence of a specified colour and replaces it with the colour and brightness information from a secondary video source.



Roctec's Rockey provides a cheap and effective way of adding a chromakey system to your video set-up.

Two chromakey systems are currently available for the Amiga. At the lower end is Roctec's excellent RocKey chromakey system (*AF*42 – 90 per cent). It isn't a standalone unit, though, so you need to have a genlock to get RocKey to work. Roctec recommend their own RocGen Plus (*AF*30 – 70 per cent; plus we're giving one away on Page 125) genlock for this purpose and this really is the only genlock that works particularly well with the unit. Once connected, the RocKey is capable of producing a variety of video effects including chromakey, simple overlay (the same as a genlock) luma key and key sandwich.



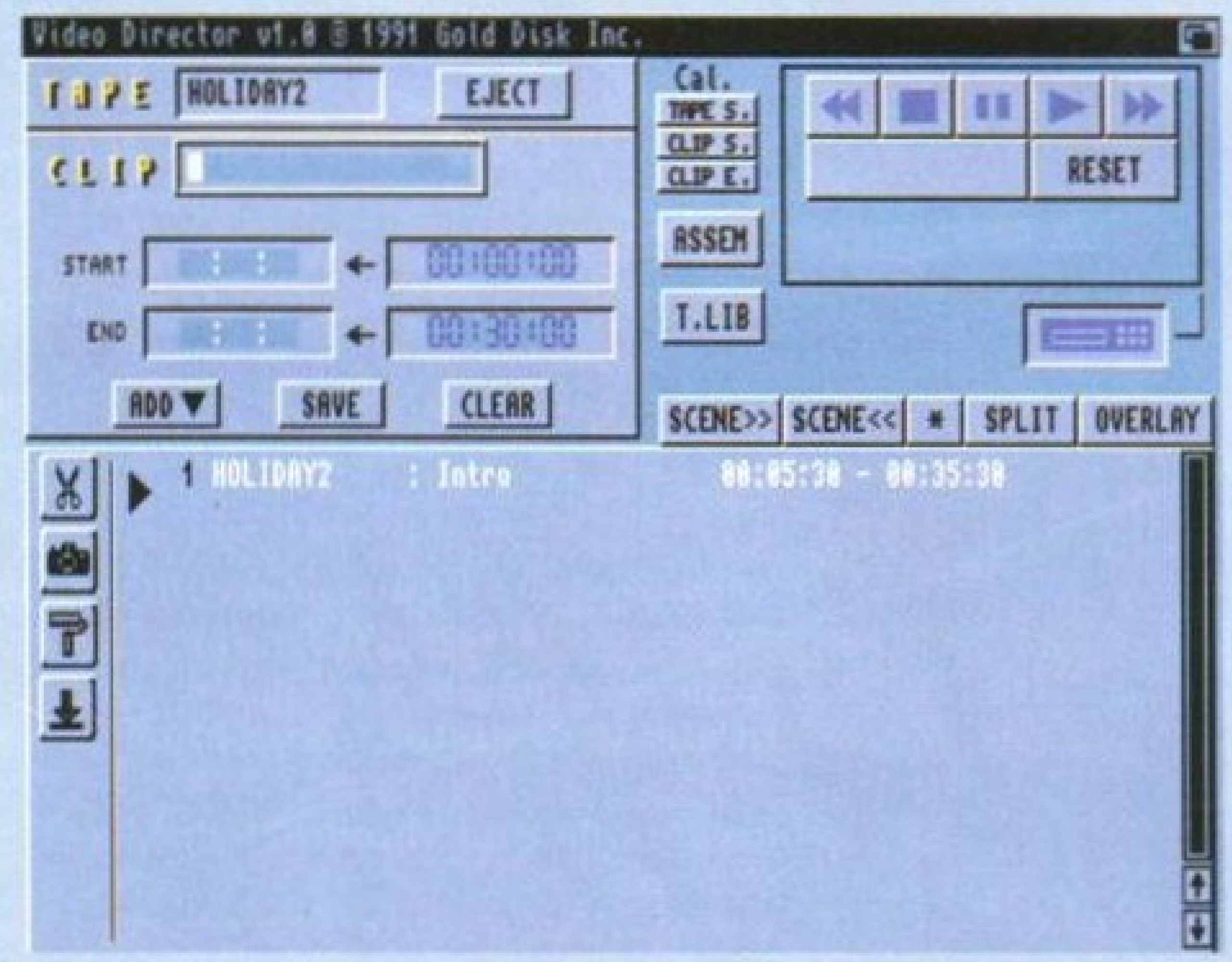
Chromakey systems enable a weatherman to be keyed over the top of a computer-generated map.

For the more professional user there's G2's new Illusion chromakey system. At just under £1,000, Illusion is a complete standalone chromakeying system that offers broadcast quality chromakeying on to both standard composite or Super-VHS (YC) video signals. The unit offers full timing compensation and a separate key input, allowing the key colour to be easily adjusted. All the usual controls are there too, including fade, key level, contrast, and edge softness sliders.

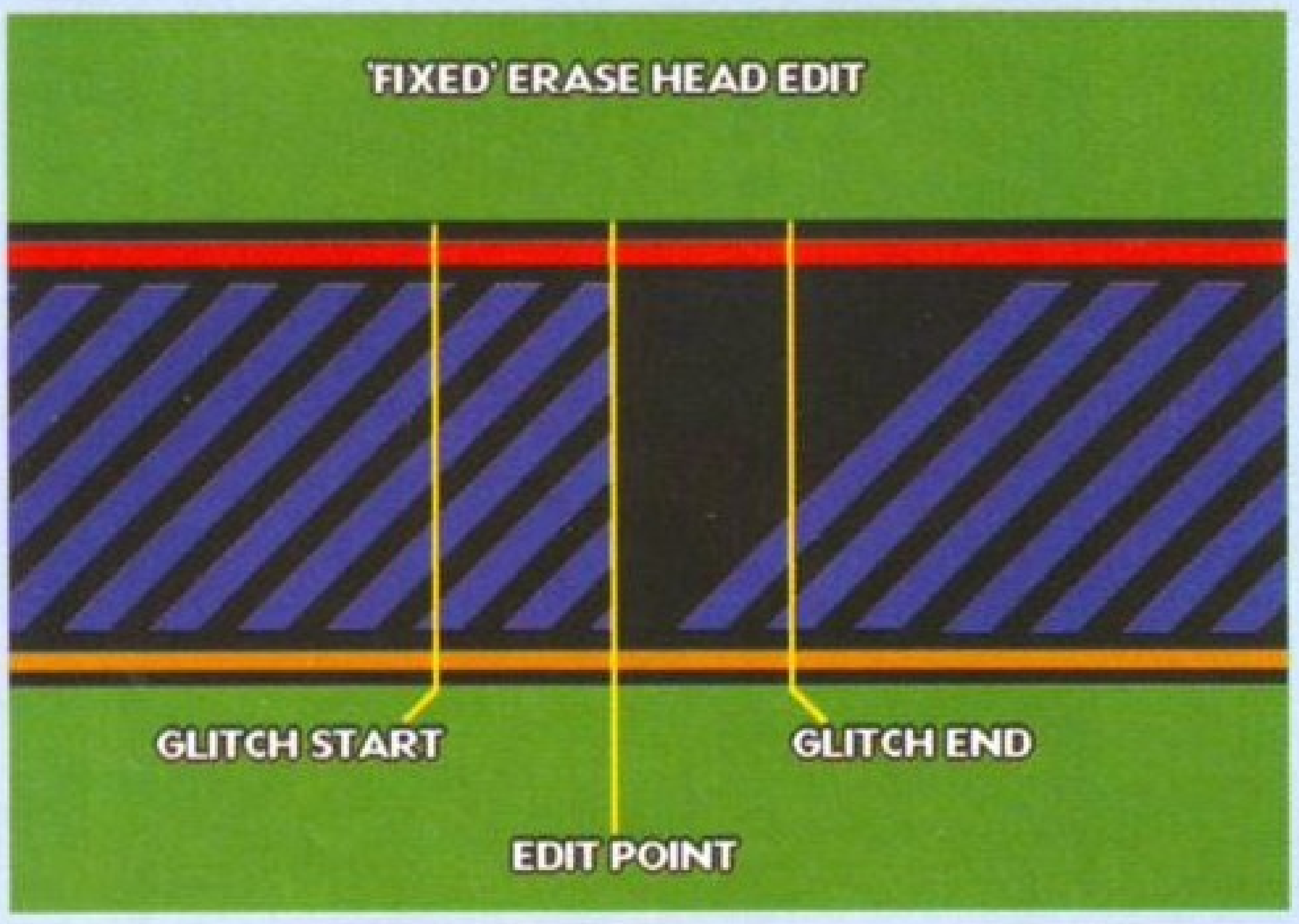
Close to the edit

One of the most important aspects of desktop video production is that of video editing – a method of compiling video footage into a more compact and professional looking format. If you've ever had to suffer the boredom of sitting through your neighbour's holiday or wedding video, then you will already know that most of the footage you see isn't really needed. Video editing allows you to compile the good bits into a seamless production.

Take a wedding video – a classic example of where video editing can be a very welcome technique. Instead of including hours of boring speeches at the reception, editing the video allows you to pull out just the sections that are interesting, consigning the boring bits to the cutting room floor. That name, incidentally, comes about from the editing techniques of yesteryear. Traditionally, video tape was edited by separating the sections of footage that you wanted by cutting up the film and sticking it all back together using scissors and sellotape. These days, you can put those scissors away.



Gold Disk's Video Director provides a cheap and cheerful way to edit your videos on the Amiga.



Fixed erase heads always produce 'glitches' between edits because the VCR loses sync.

Videos can be edited using assembly editing or insert editing. Assembly editing is by far the easiest and most commonly used method – you simply record each 'scene' on to the destination tape in the order you want – record scene one, then scene two, followed by scene three, and so on, until the film is complete. Insert editing, on the other hand, allows you to replace a section of footage with another anywhere within a production without having to assemble edit the whole production from scratch. Insert editing comes in particularly useful when you need to insert titles into a video production.

TWO'S COMPANY

For all forms of video editing, you need at least two video decks – one for the source video footage and another to record all that footage on to the final master tape. If you already own a camcorder, then that second video deck isn't needed – you can use the camcorder as the destination deck instead. Several dedicated video editing systems are available from camcorder manufacturers that work in combination with your camcorder. Being an Amiga owner, though, it makes more sense to let your Amiga do this job, which it handles more than adequately.

Video editing systems are available for the Amiga that make the process of editing video footage that bit easier. One of the most popular is Gold Disk's Video Director, a combination of software and remote control hardware (*AF*32 – 91 per cent). Video Director allows you to assemble edit your video production using video footage spread across any number of source tapes.

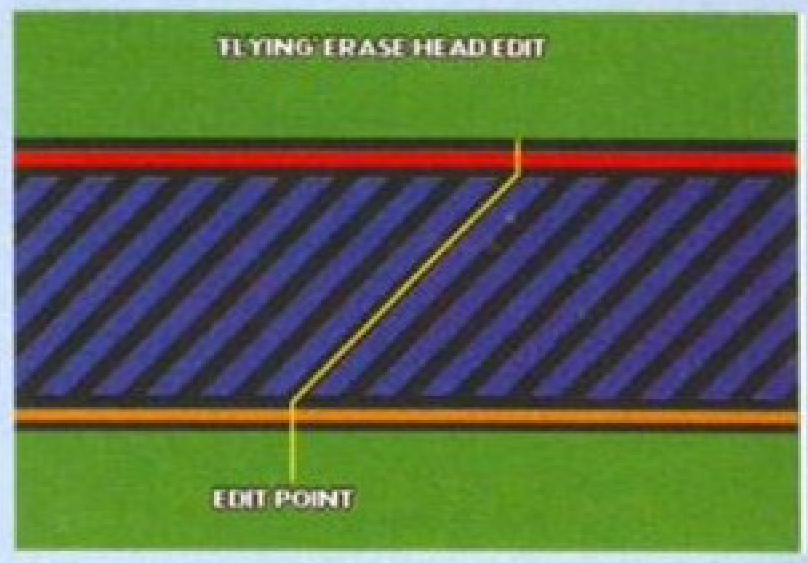
The clever bit about Video Director is the way that it can automatically control both the source and destination decks using leads supplied with the package. Most camcorders, and a selection of newer video recorders, can be externally controlled using a communications protocol called 'Control L' (often also referred to as 'Lanc'). Video Director supports many popular Control L formats (there are several types of Control L interface, so check before you buy) including those compatible with Sony, Canon and a number of other camcorder manufacturers.

Video Director also supports infra-red control too, so you can control video decks that don't support the Control L standard. Obviously, not all infra-red controllers are the same, so Gold Disk include a utility program that allows the Amiga to literally 'learn' how your VCR's infra-red controller communicates. Clever stuff, indeed.

Video Director comes with a well designed and simple-to-use program that allows you to edit video footage. Each 'scene' (or 'clip') is separately defined by telling Video Director exactly where on the source tape the scene can be found. Once all your scenes have been defined, you can then arrange them in any order you want and even add titles by pulling in standard IFF images. When you're satisfied with the arrangement of your video production, a single click on the 'Assemble' gadget and Video Director compiles all your video footage on to a single tape virtually unaided.

A HEAD START

In order to get the very best from any video editing package, you need to own a video recorder equipped with flying erase heads. These allow your VCR to cut between scenes with none of the glitches normally associated with VCRs that use the older, and hence cheaper, fixed erase heads. So what's the difference? Well, in order to cram as much information on to as little tape as possible, the record and playback heads are mounted inside a spinning drum that sits at a slight angle inside your VCR. As the tape passes around this drum, the video information is recorded diagonally as a series of lines with each line holding all the information needed for a single video field (video images are interlaced and so two of these fields are required to produce a single image).

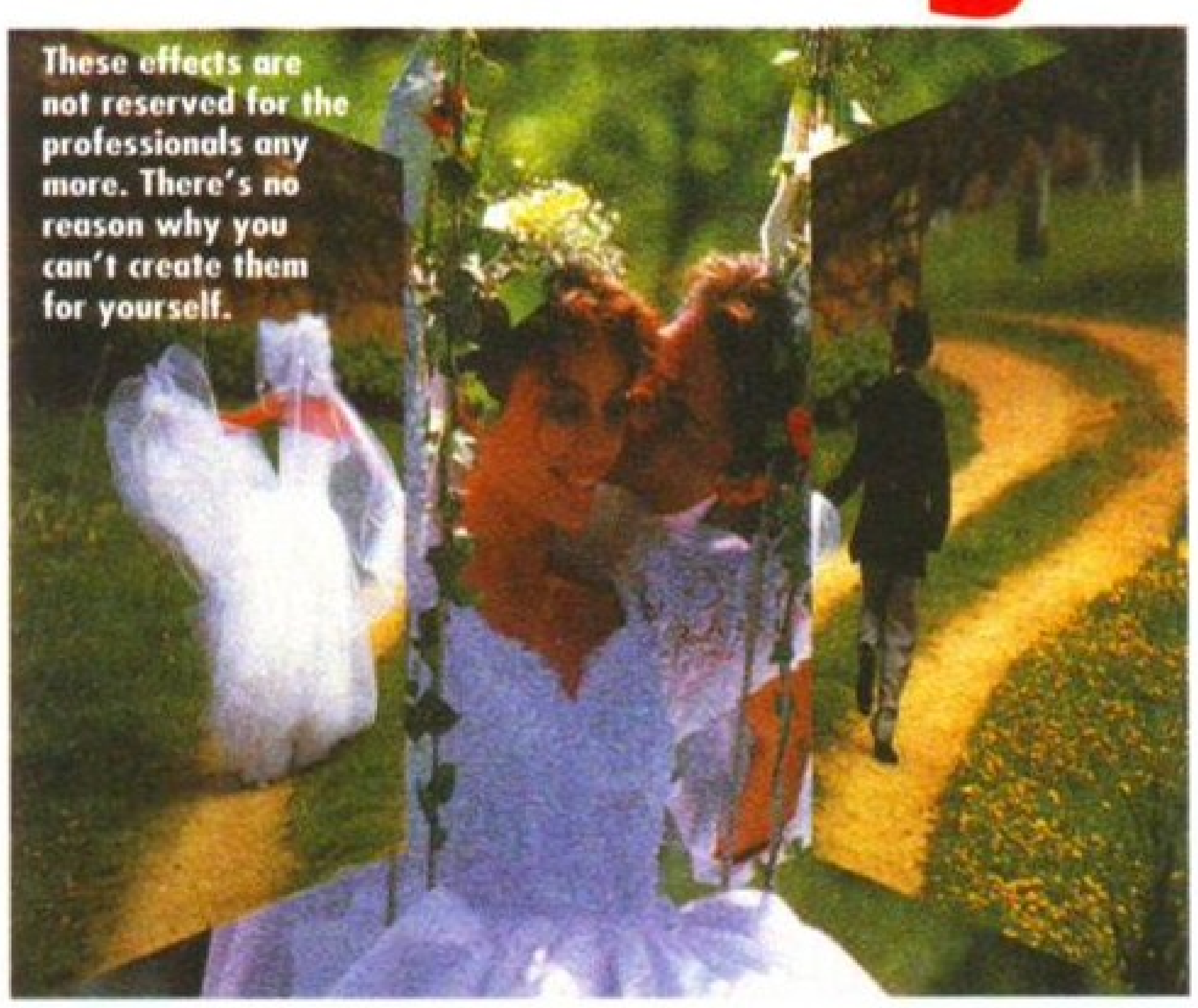


Flying erase heads are mounted inside the same drum as the record and playback heads, therefore ensuring seamless edits.

If you were to use a VCR with fixed erase heads, glitches are introduced. This is because the erase head, which clears the tape before the recording head, lays down the new video information – but it does not erase the video signal on a field-by-field basis. Instead, it simply erases video information by wiping horizontally across the tape (in the same way as an audio tape).

A flying erase head, on the other hand, is mounted inside the same drum as the recording and playback heads, so video information is erased in exactly the same way as it is recorded and played back, therefore ensuring that your edits are clean and virtually glitch free.

Amiga movie magic



These effects are not reserved for the professionals any more. There's no reason why you can't create them for yourself.

MOST VIDEO PRODUCERS restrict themselves to simple titles and just a small amount of editing, but the beauty of the Amiga is that you can be as creative as you wish. If you want it to, the machine can let you add that extra 'wow' factor to your home-made productions that can really grab your audience's attention. What's more, you don't need to own expensive dedicated video special effects generators (or 'SEGS', as they're known in the biz) to produce the sort of video effects that the pros would be proud of.

So, if you're looking to experiment, here's a quick rundown of the sort of software available for the Amiga.

WIPES/FADES

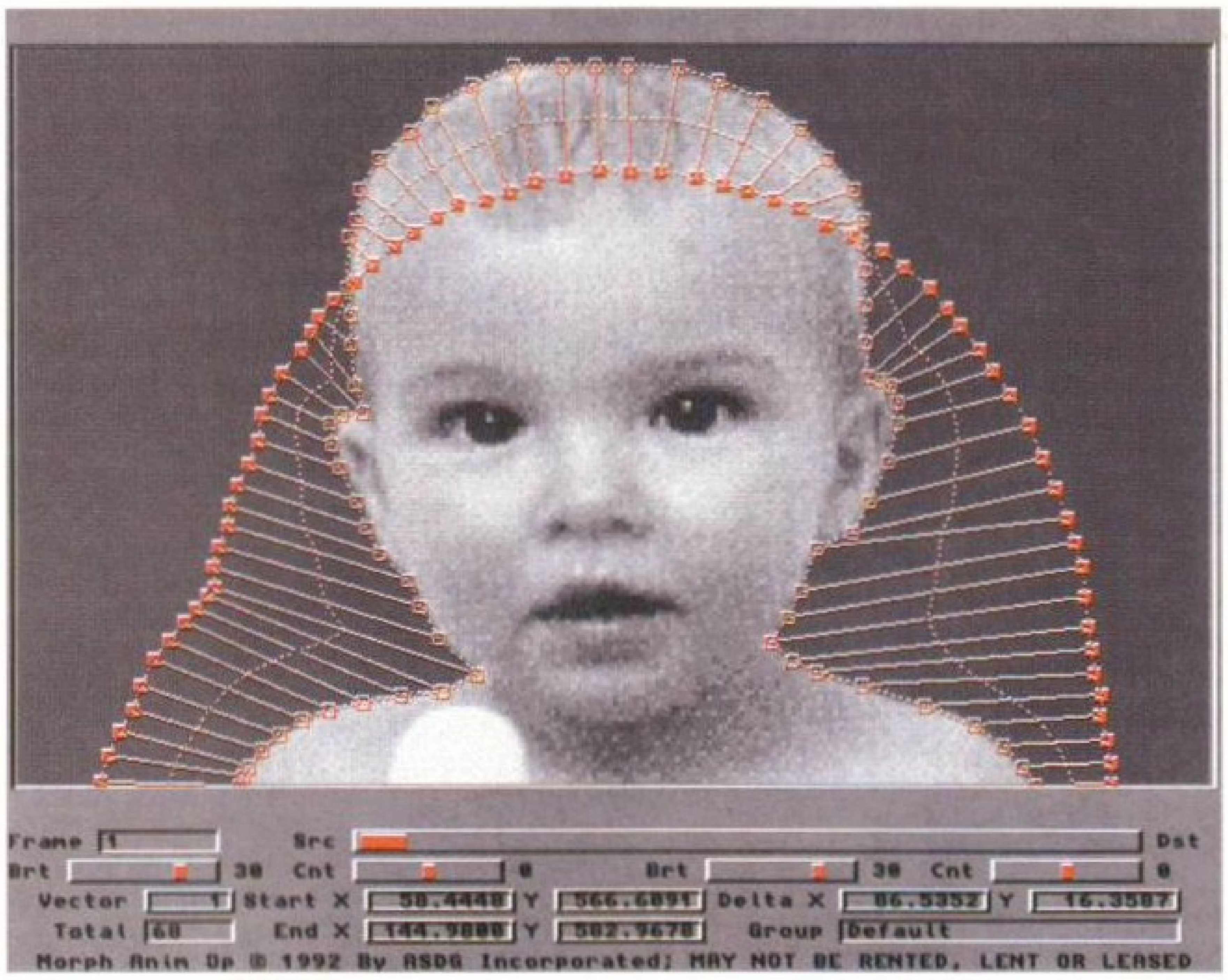
Simply displaying sets of video titles and graphics one after the other can become boring after a while, so most video titling and presentation programs offer a comprehensive range of wipes and fades to spruce up your video production. A word of caution here; these transitions don't actually work on the genlocked video signal, so all transitions are restricted to Amiga-generated graphics.



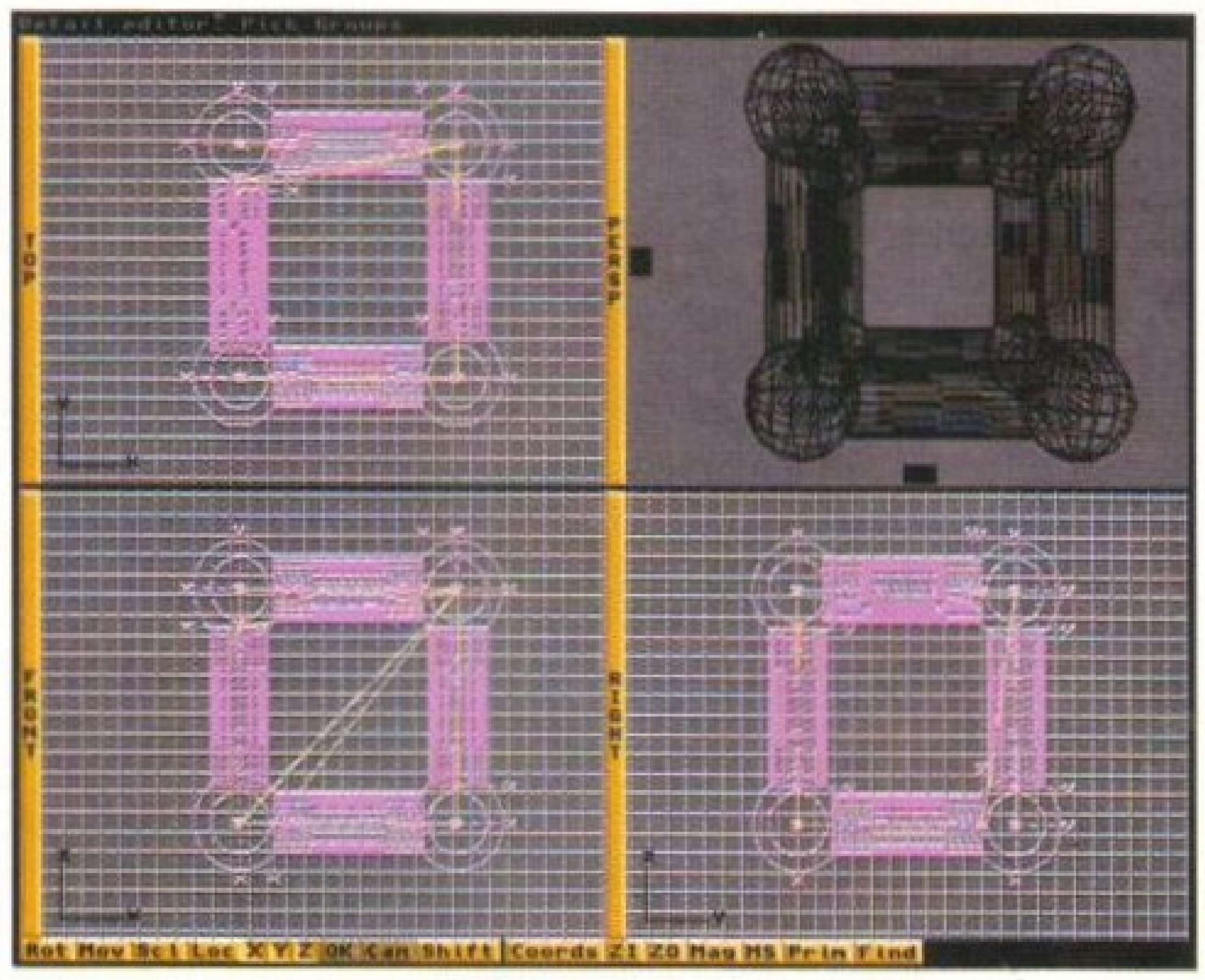
Scala will add some spice to your footage, with plenty of wipes and fades.

One of the best programs available for generating video wipes and fades is *Scala (500, EX and MM200)* from Scala UK. It offers a huge array of transitions including vertical and horizontal blinds, fade in and out and so on, all of which are performed with the sort of smoothness and professionalism that Amiga video producers expect. Also worth checking out for its video effects is Gold Disk's excellent *ShowMaker* program.

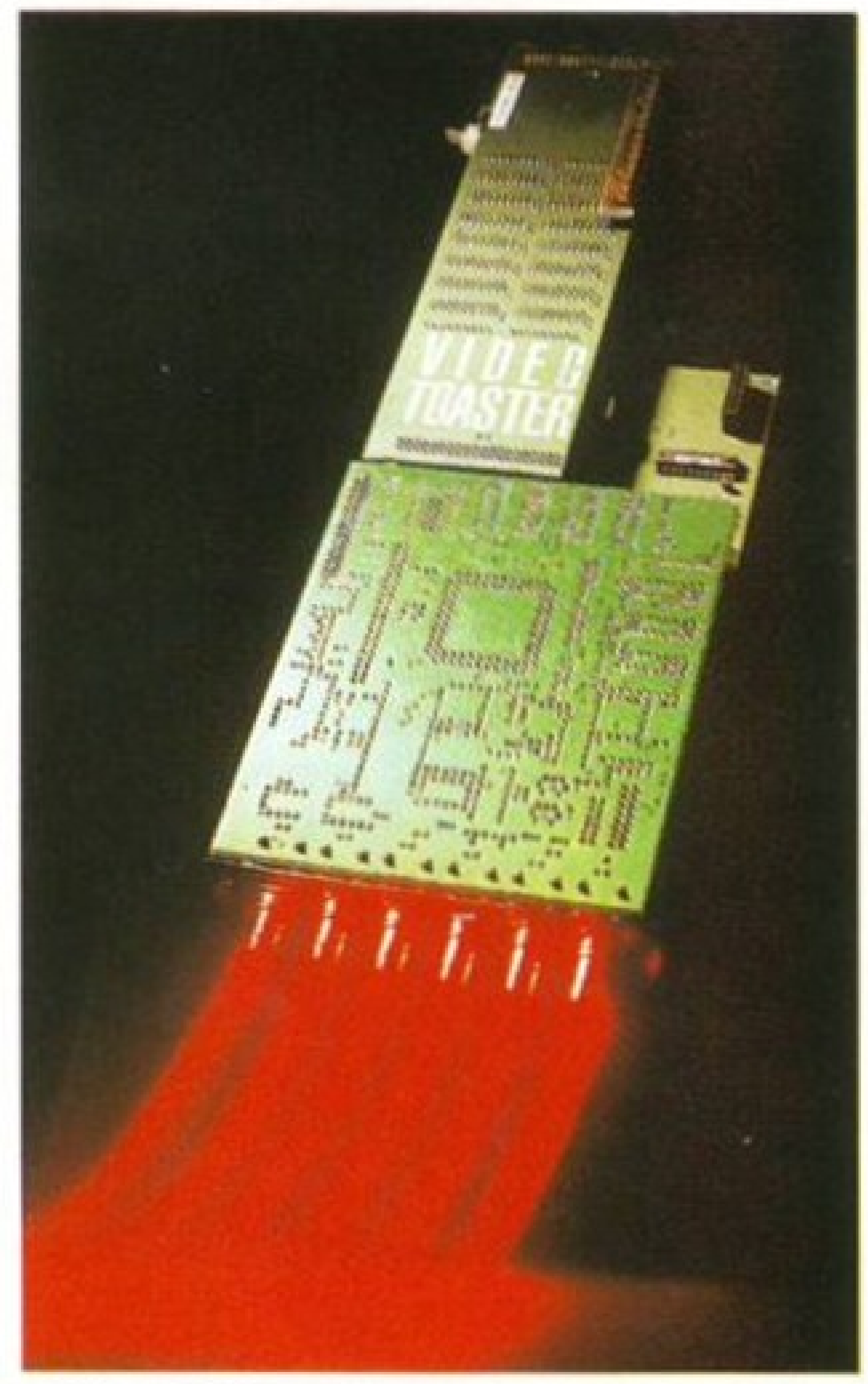
Continued overleaf



The latest buzzword in video production is 'morphing' and the Amiga is up there with the best of 'em!



Solid modelling programs such as *Imagine 2* give the video artist the chance to produce titles and graphics in true 3D.



The Video Toaster; you can't get many slices of Mother's Pride out of it, but it's capable of some stunning video effects – sadly it's not out in PAL format yet.

ANIMATIONS

You will find it much easier to get your message across by animating titles using an effects generator such as Micro-PACE's excellent *Adorage* package. *Adorage* allows you to create animated video effects such as Mosaic, Page Peel, knit, circular wipes and even a *Top of the Pops*-like explosion effect.

MORPHING

The latest buzzword in the Amiga graphics and video markets at the moment is morphing, a software technique that enables the Amiga to perform shape animations similar to the mercurial delights in *Terminator 2*, and just about every other TV advertisement on your screen. By far the most popular Amiga morphing program available is ASDG's *MorphPlus* (***AF***43 – 90 per cent). By simply defining a set of points that link the source and destination images together, *MorphPlus* can produce smooth morphs in full 24-bit. Display these morphs on a machine equipped with a 24-bit display card or even just the AGA chip set, and your videos will be at the leading edge of production technology.

SOLID MODELLING

Packages such as *Adorage* can produce good looking video animations, but for true 3D power you need a solid modelling program such as Activa's *Real 3D 2* (*AF* 46 – 96 per cent) or *Imagine 2* (*AF*35 – 93 per cent).

Although both these programs can be used to create static ray-traced images with up to 16.7 million colours, they become particularly useful for video work when you take advantage of their animation facilities. Programs such as *Deluxe Paint* can animate logos, but because solid modelling programs work in true 3D, the results they deliver offer a far greater feeling of depth. Most TV programmes use solid modelling packages for the production of their opening/closing titles, and this is one area where the Amiga can truly compete alongside the professional systems.

VIDEO TOASTER

Perhaps the ultimate Amiga video effects generator is NewTek's Video Toaster that comes with a whole range of sophisticated video effects such as tumbles, rolls, fish eye, and so on, as standard. Unfortunately, the Toaster still hasn't been released in PAL format, so it's not really of much use to anyone other than people who live in America. However, rumour has it that Centaur are soon to release a 'Roaster' chip for their excellent OpalVision 24-bit graphics board that will allow users of this board to produce video effects that knock the spots off the Video Toaster. Stay tuned for a full review soon!

DTV PRODUCT GUIDE

MODEL	PRICE	SUPPLIER
GENLOCKS		
MiniGen	£100	Silica Systems 081-309 1111
RocGen	£119	Silica Systems 081-309 1111
RocGen Plus	£199	Silica Systems 081-309 1111
Rendale A8802	£189	Marcam Ltd 0602 790466
Super A8802	£599	Marcam Ltd 0602 790466
VideoCentre	£495	G2 Video Systems 0252 737147
VideoCentre 2	£975	G2 Video Systems 0252 737147
VideoCentre 3	£1695	G2 Video Systems 0252 737147
GeneSys	£795	G2 Video Systems 0252 737147
CHROMAKEY SYSTEMS		
RocKey	£399	Silica Systems 081-309 1111
Illusion	£995	G2 Video Systems 0252 737147
VIDEO SOFTWARE		
Scala 500	£99.95	Scala UK 0920 444294
Scala MM200	£464	Scala UK 0920 444294
TV*Text Pro	£130	HB Marketing 0753 686000
ShowMaker	£250	Gold Disk 0743 350551
Video Director	£149.95	Silica Systems 081-309 1111

If you think you'd like to get into DTV, but don't have any of the equipment (apart from an Amiga) you'd better turn to Page 125...

DIRECT MAIL



The BBC Radio 1's
TV and Radio presenter

INDI DIRECT MAIL
Proudly Presents
THE JAKKI BRAMBLES COLUMN

Hi,
It certainly doesn't seem a month ago that I last wrote for Indi and what a month it has been.

With immaculate timing Commodore announced their superb Amiga CD, are Sega and Nintendo worried?

Interesting question, 32 bit technology, 16.8 million colours and the amazing AA chip set: what do you think?

But, more to the point, what does it mean to you if you currently own or were thinking of buying an Amiga 600 or 1200. First of all let's be clear, you cannot use the Amiga CD as a computer until there is a keyboard and drive option (promised for 1994). So if you want to do any more than run CD software remember you will not have access to the vast range of floppy based software on Amiga nor the processing power that makes the Amiga so rewarding if you want to do more than games play.

So what does this mean to the current Amigas? To make it simple, the ***Amiga 600*** *is a cheap entry level system perfect for the first time user or those working to a budget. The* ***Amiga 1200*** *is the elite system for the dedicated user who wants to access the speed and performance of this mid range system; you can upgrade later via an external CD solution promised to be hot on the heels of the Amiga CD.*

The Amiga CD should be available to dedicated games players in August. Phone INDI to check for pricing and availability; and don't be confused, both the Amiga 600 and 1200 are around for some time. In fact Indi have already finalised their plans for Christmas!

Mail order purchasing *can be worrying, sending your hard earned cash to a company that may be hundreds of miles away, will your dream machine arrive as promised and what do you do if it doesn't?*

Indi is part of a very large company with their own in-house experts and systems and yet it still sometimes goes wrong. At Indi they have a Customer Care department who do nothing else but problem solve. So if Securicor couldn't find your house but will re-deliver tomorrow, or you cannot load a disk, they are there to help.

But what if the problem needs a fresh pair of eyes, perhaps you feel that you have been unsympathetically or unfairly treated?

I was delighted to learn that Indi take their responsibilities so seriously that they have joined the ***DMA.***

The Direct Marketing Association *is a very serious organisation (recognised by the Advertising Standards Association and other such official bodies).*
Getting accepted is difficult, staying in required Indi to set and achieve real customer satisfaction and solve problems quickly if they occur.

I sincerely hope that all Mail Order Companies will follow Indi and display the DMA symbol on their advertising. If they don't you should ask them why not.

Regards,

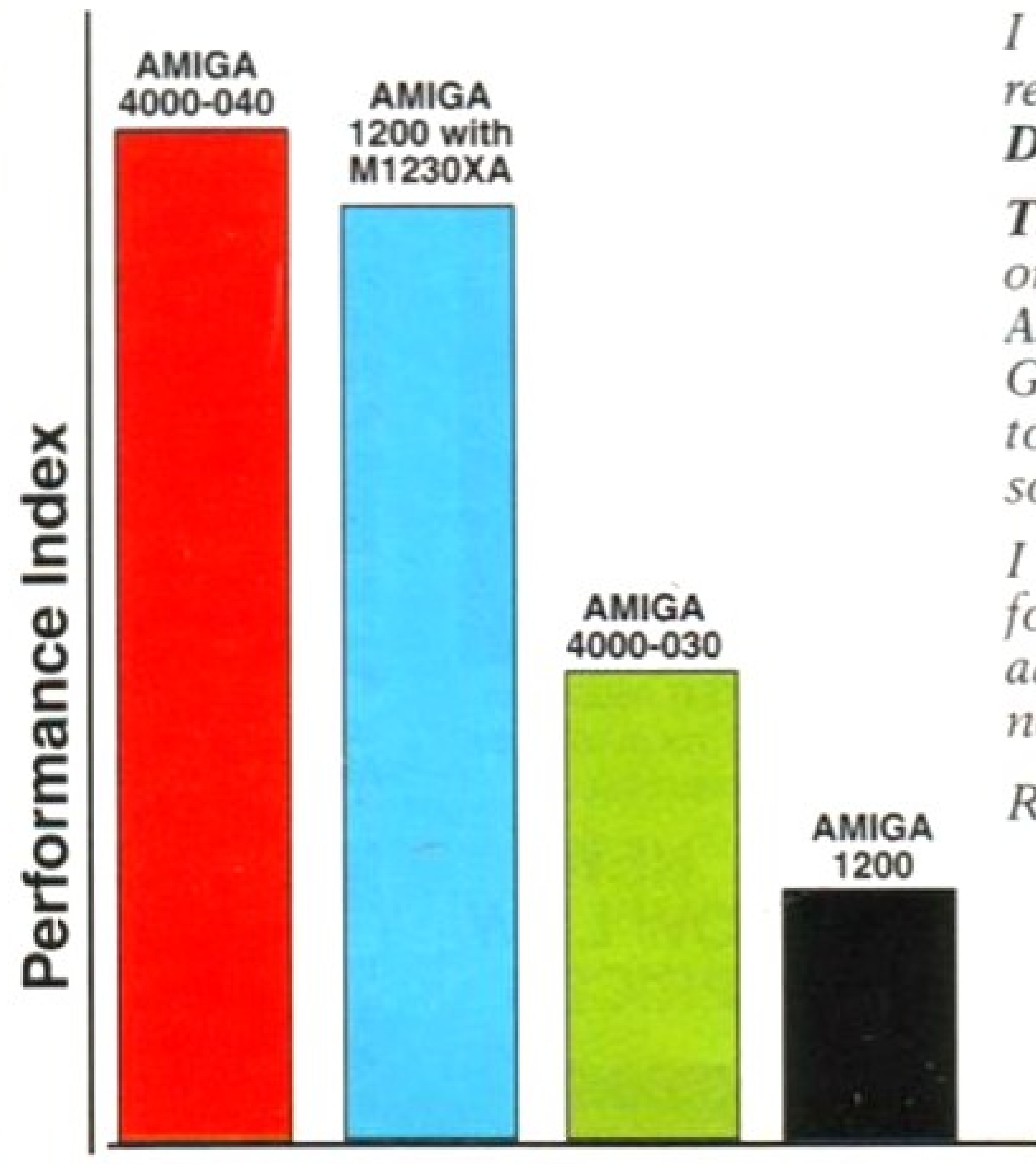
Jakki Brambles

STOP PRESS

Latest news on the Amiga 4000-030 shows demand out-stripping supply world wide. If you are having problems getting stock or perhaps feel disappointed that you opted for the A1200 before you knew about the new machine all is not lost. Check out the table on the right showing the A1200 fitted with the new M1230XA Microbotics accelerator available from Indi from

ONLY £299.99

Performance Comparison



indi DIRECT MAIL

CUSTOMER CHARTER

INDI Direct Mail is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision, and here's why.

INDI is a wholly owned subsidiary of a public company now in its tenth year of trading and specialising in the supply of computer products.

With a turnover approaching £30 million per annum, we have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

SALES AND SUPPORT

The INDI sales team have been trained to take your order with the utmost care and efficiency. All stock offered for sale is held in stock, centrally at our group warehouse complex and is available for next day delivery, direct to your home or business. If at any time we are out of stock your money will not be banked until the product is available (a point worth checking should you feel tempted to purchase elsewhere).

General information regarding product is available from our sales team, however technical support is always at hand should you need assistance.

All prices quoted are inclusive of VAT.

INDI TELESALES
Tel 0543 419999 Fax 0543 418079

CREDIT FACILITIES

INDI are now able to offer competitive credit facilities on all orders over £200.00. All credit facilities are subject to status and applicants must be over the age of 18. If you would like a quote simply call our sales line where acceptance can normally be notified within the hour. We are also able to offer Credit Insurance to cover repayments in the event of sickness or unemployment.

AMOUNT* OF CREDIT	12 MONTHS		24 MONTHS		36 MONTHS	
	MTHLY PMNTS	TOTAL PAYABLE	MTHLY PMNTS	TOTAL PAYABLE	MTHLY PMNTS	TOTAL PAYABLE
200	£22.00	£264.00	£12.43	£298.32	£9.31	£335.16
500	£54.99	£659.88	£31.06	£745.44	£23.27	£837.72
1000	£109.98	£1319.76	£62.13	£1491.12	£46.54	£1675.44

APR 29.8% WRITTEN QUOTATIONS AVAILABLE ON REQUEST

*After deposit paid

DEFERRED CREDIT ON ALL ORDERS OVER £200.
*PAY 10% NOW AND NOTHING MORE FOR 3 MONTHS.

AMIGA A1200

ALL NEW 32 - BIT AMIGA



INDI ADDED VALUE FREE

OFFICIAL A1200 HD SYSTEMS

The Amiga 1200 supplied by INDI Direct Mail now includes the official (legal) Commodore installation disk and hard drive utility manual. Indi are proud to be an official supplier of Amiga 1200 Hard Drive systems, that include the official software, documentation and on - site warranty

COMIC RELIEF PACK.

The event may be over but the fund raising still goes on.If your looking for the latest in Amiga technology then this is the starter pack for you. Based around the outstanding A1200, this pack also gives you sleepwalker, a most addictive platform game from ocean software. You'll be pleased to know that every one of these packs purchased raises another £10 for Comic Relief.

A1200 STANDARD FEATURES.

- 68020 Processor.
- PCMCIA slot.
- 2MB ChipRAM.
- 3.5" Internal Drive.
- AA Chipset
- Built in TV modulator.
- Alpha numeric keypad.
- 12 Months at home maintenance

INDI PRICE

£379.99 or from **£14.47*** per month

*(Credit price based on 36 monthly payments APR 29.8%. Total repayment £520.92 and 90 day deferred payments.)

A1200 60 MEG HD INDI PRICE £539.99
A1200 80 MEG HD INDI PRICE £599.99
A1200120 MEG HD INDI PRICE £679.99

INDI A1200 ACCESSORY PACK

Pack Contains:

- 3 Superb Games
- International Games Challenge
- The Cool Croc
- Paradroid 90
- Zapsac and Zappo T- shirt

INDI PRICE £19.99

60/80 Hard Disk upgrades available on any A1200. Upgrade includes full Wang warranty on A1200 and Hard disks. Phone for a quote.

AMIGA A4000



It's here - The new Amiga 4000/030

The NEW Amiga 4000/030 features a EC68030 processor running at an incredible 25Mhz, and upgradable at a later date to a faster processor. The 4000/030 has a powerful 4Mb of 32 - bit RAM (2Mb chip & 2Mb fast) expandable to 18 Mb using industry standard 32 - bit Simms module. In line with the Amiga flagship 4000/040 the 4000/030 features the new AGA graphics chipset, giving you a massive pallet of 16.8 million colours. A range of hard drive options are available form 80 - 240Mb and includes a SCSI option.

4000/030 80 Mb HD INDI PRICE £939.99
Other Drive Options
4000/030 120 Mb HD INDI PRICE £1039.99
4000/030 240 Mb HD (exclusive to INDI)
Phone for price
4000/030 120 Mb SCSI HD (exclusive to INDI)
Phone for price

A full range of approved upgrades are available for the 4000 030, including additional memory modules, hard drives, PC bridge boards, FPU's (68881 & 68882) and the 24 - bit Opal vision graphics and video system.

NEW MONITOR RANGE

THE NEW DUAL SYNC 1940/ 1942 Monitors have been specially designed for the New Amiga 1200 and 4000 computers. Both monitors feature built - in stereo speakers.

INDI PRICE

1940 Monitor £279.99

14 inch screen size - 0.39 mm dot matrix.

INDI PRICE

1942 Monitor £379.99

14 inch screen size - 0.28 mm dot matrix.



Parnet Adaptor for CDTV

Connect a CDTV Player to any Amiga, and access the world of CD - ROM software.
The Parnet interface and software will allow the Amiga CDTV to be used as a CD - ROM drive with any Amiga and will give any Amiga owner access to the vast range of CDTV software currently available.
The CDTV player offers excellent value for money when compared with a standard CD - ROM drive and interface. Most CD - ROM drives will set you back over £400 while CDTV will cost you less than £300 and will play audio CD's in addition to CD - ROM / CDTV disk's
The Parnet adaptor includes the software driver for your Amiga, interface cable and PD disk with driver software for your CDTV player

INDI PRICE **£39.99**

A4000/030 PLUS CDTV + 1960 MONITOR.
INDI PRICE £1599.99
CDTV + PARNET.
INDI PRICE £329.99

AMIGA A600 PRICE CRASH



THE WILD, THE WEIRD AND THE WICKED A600 is an ideal starter pack containing a considered mix of software, making the most of the Amigas amazing capabilities.

PACK CONTAINS:

- A600 Single Drive
- Built in TV Modulator
- 1 Mb Memory
- Pushover: Grandprix
- Silly Putty: Deluxe Paint III
- Mouse and Manuals

NEW LOW LOW PRICES

~~£289.99~~

INDI PRICE £215.99

A600-SD A single drive Amiga for those of you requiring a basic A600 at a very competitive price.

PACK INCLUDES: A600 single drive, built in TV modulator, 1Mb memory. 12 Months at home service.

INDI VALUE ADDED FREE

- Kick Off 2
- Pipemania
- Space Ace
- Populous
- Microswitched joystick

INDI PRICE ~~£239.99~~ **£189.99**

A600 EPIC PACK (40 Mb HD) PACK INCLUDES:

A600 Hard Disks (20Mb)

- 1Mb Memory
- Epic
- Rome
- Myth
- Trivial Pursuit
- Amiga Text
- Deluxe Paint III
- 12 Months at home service.

PLUS INDI ACCESSORIES PACK AS LISTED. COMES WITH AN EXTRA 512K RAM EXPANSION FREE.

INDI PRICE ~~£395.99~~ **£339.99**

INDI A600 ACCESSORY PACK (Featured with WWW)

- Micro Switched Joystick
- Lockable Disk Box
- Disk Wallet
- 10 Blank Disks
- Kick Off 2
- Pipemania
- Space Ace
- Populous
- Zapsac Carry Case
- Zappo T-Shirt

INDI PRICE £26.99

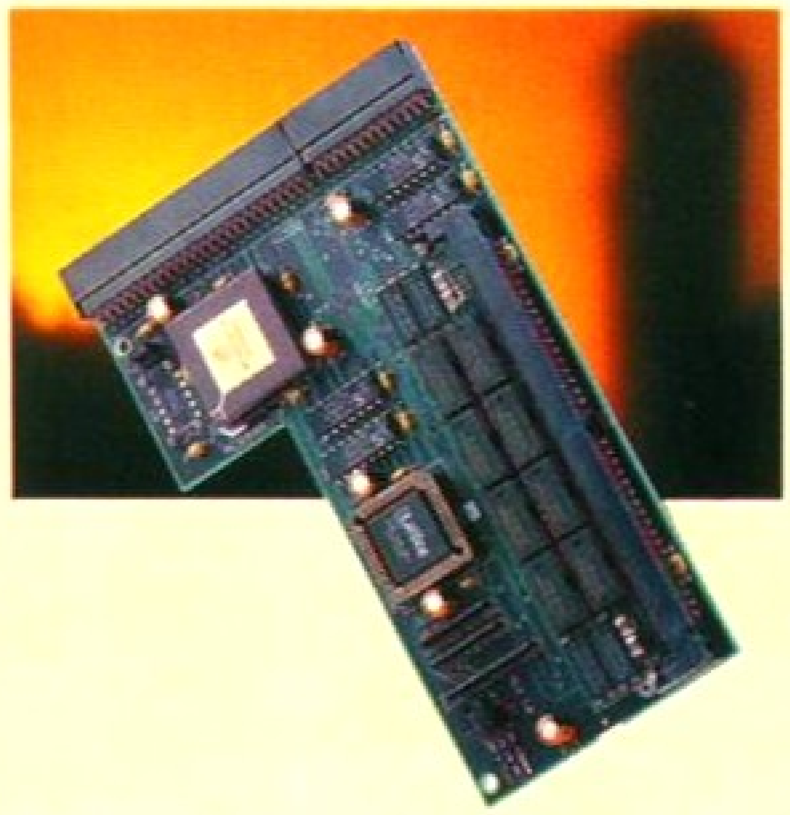
WANT THE BEST IN PROFESSIONAL AMIGA. WHY NOT TAKE ADVANTAGE OF THE CREDIT DEALS AVAILABLE (SUBJECT TO STATUS). CREDIT AVAILABLE ON 6, 12, 18, 24, 36 MONTHS. WHY NOT RING NOW FOR A QUOTE. SAME DAY RESPONSE.

AMIGA RECOMMENDED PERIPHERALS & ACCESSORIES

New from Microbotics for the A1200!!!. M1230XA Accelerator launch!!

Microbotics beats the competition on price, performance, features and configurations.INDI is very pleased to announce the availability of the new 68030 accelerator product for the A1200: the microbotics M1230 XA (call it the "XA" for short) 50 MHZ speed is standard! Memory management is standard! Huge 128 MB memory design is standard (the biggest memory space on any A1200 peripheral) Just look at these specifications and prices!

M1230 XA W/40 MHZ EC 030 0MB	INDI PRICE £299.99
M1230 XA W/40 MHZ EC 030 4MB	INDI PRICE £399.99
M1230 XA W/50 MHZ MMU 030 0MB	INDI PRICE £399.99
M1230 XA W/50 MHZ MMU 030 4MB	INDI PRICE £499.99



MBX1200.

The original and the best floating point unit and memory uppgrade for the Amiga A1200. Available with 0,4 0R 8 MB OF 32 BIT FAST RAM and a choice of floating point units. Now complete with real time clock (RTC)

MBX1200Z 68881 14 MHZ 0MB	INDI PRICE £129.99
MBX1200Z 68881 14MHZ 4MB	INDI PRICE £249.99
MBX1200Z 68881 14 MHZ 8MB	INDI PRICE £349.99
MBX1200Z 68882 25 MHZ 0MB	INDI PRICE £189.99
MBX1200Z 68882 25 MHZ 4MB	INDI PRICE £339.99
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MBX1200Z 68882 50 MHZ 4MB	INDI PRICE £419.99
MBX1200Z 68882 50 MHZ 8MB	INDI PRICE £539.99

MEMORY UPGRADES AND ACCESSORIES

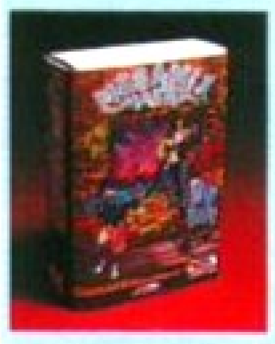
M501 The original 0.5MB battery backed upgrade for the A500.
INDI PRICE £29.99

M502 The original 1 MB battery backed upgrade for the A500.
INDI PRICE £49.99

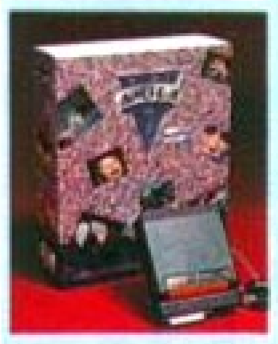
8 Up memory board. Again designed for the A1500/A200. Memory upgradable to 2/ 4 or 8MB
INDI PRICE £69.99

Hard frame suitable for A1500/A2000. Allows for th interface of a SCSI hard drive.
INDI PRICE £110.99

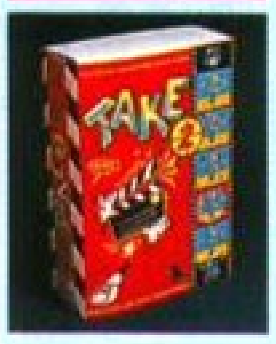
AUDIO VISUAL



MEGAMIX. Low cost, hi spec digital effects cartridge plugs into printer port of Amiga. Allows stereo sampling from almost any musical source.
INDI PRICE £29.99



VIDI AMIGA 12. THE ultimate low cost colour digitiser for the Amiga."The best value full colour digitiser on the market" AMIGA FORMAT.
INDI PRICE £75.99



TAKE 2. Animation package is a must for computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club.
INDI PRICE. £37.99



ROCTEC ROCGEN. Entry level Genlock for all Amigas. Record stunning Amiga Graphics onto Standard video or overlay text and graphics onto a video signal.
INDI PRICE £69.99

ROCTEC ROCGEN PLUS. As above but with extra features such as tinting and signal inversion. Allows for real time editing of graphics. Compatible with all Amigas.
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ROCTEC ROCKEY. The ultimate accessory for Amiga / video fans. Separate RGB controls to croma key on any colour
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PYRAMID SCANNER. A total hand held scanning package for all Amigas complete with interface and software (mono)
INDI PRICE £99.99.

AMIGA PERIPHERALS.



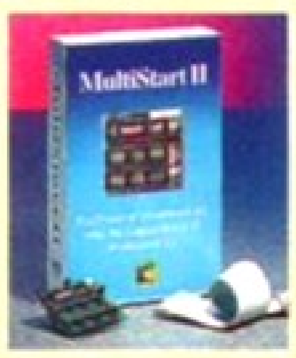
2MB SMARTCARD. The original and still the only fully PCMCIA compatible memory card for A600/A1200. Comes with lifetime guarantee. Beware of cheap imitations
INDI PRICE £129.99

4MB SMARTCARD. Same as above but maximum 4 MB **INDI PRICE £199.99**



ZAPPO 601. Trapdoor upgrade for the A600. 1MB with RTC
INDI PRICE £49.99

ZAPPO 601NC. As above only 512K no clock.**INDI PRICE £29.99**



MULTISTART ROMSHARER with kickstart V3.**INDI PRICE £44.99**

MUTISTART ROMSHARER. with kickstart V2.04 **INDI PRICE £49.99**

DISK DRIVES.



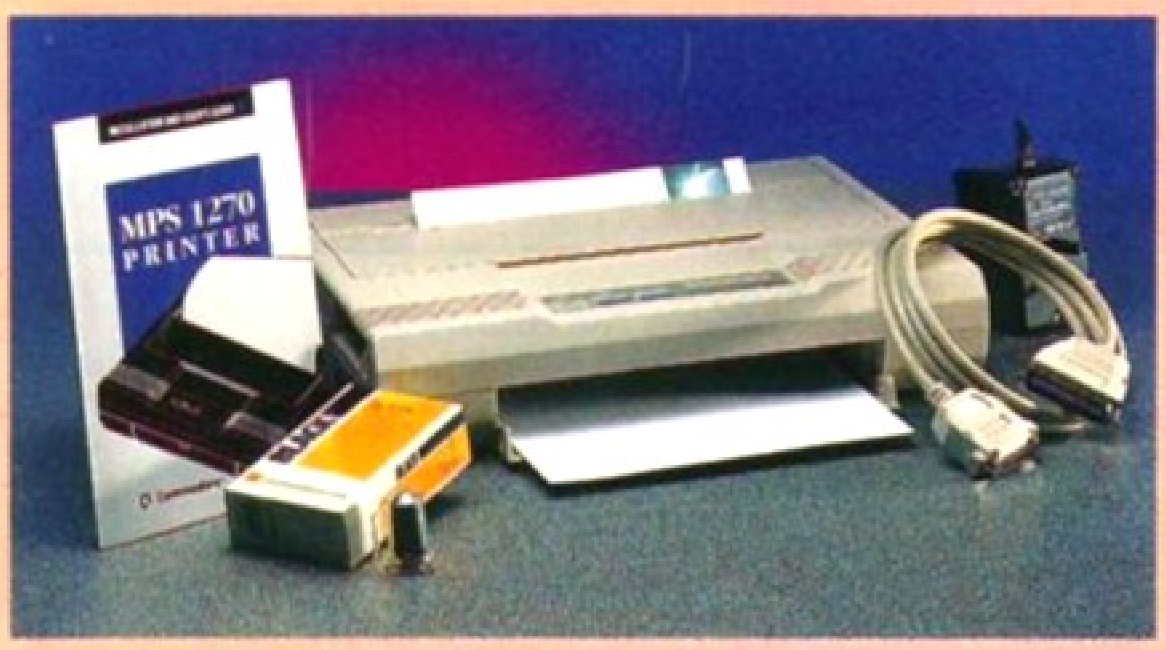
ZAPPO EXTERNAL FLOPPY.
You've seen all the reviews on this popular and affordable second Amiga drive. Compatible with all Amigas. INDI PRICE £59.99

"Quality: 9 out of 10." Exceptional value for money.
AMIGA COMPUTING JAN 93

MONITORS.



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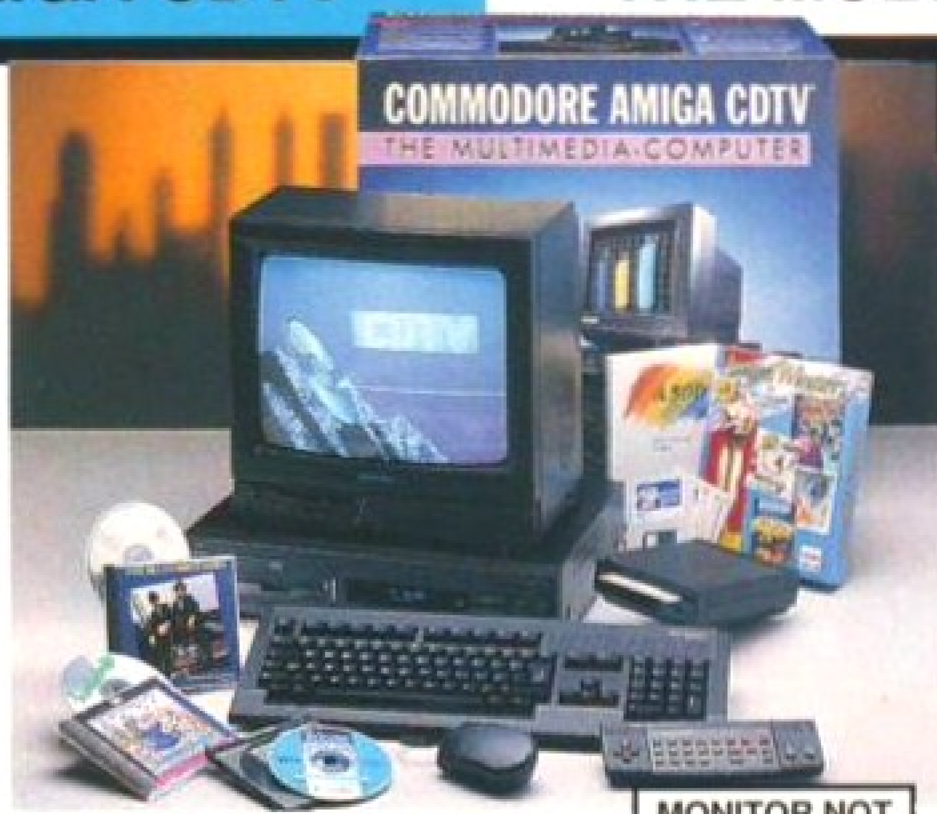
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The problem with any new product is that it always takes time for everyone to realise its full potential. CDTV is no exception and in our opinion everything we have read does a pretty poor job of explaining just what CDTV can do and why it is so exciting,

THE INDI GUIDE TO CDTV

IT'S A CD PLAYER - Yes, it will play all your Primal Scream, Pavarotti, Pink Floyd and any other CD you care to mention in superb high quality stereo, with infra red remote control.

IT'S AN AMIGA - Plug in the keyboard, switch on the external disk drive and the colossal range of inexpensive Amiga software can be used on CDTV.

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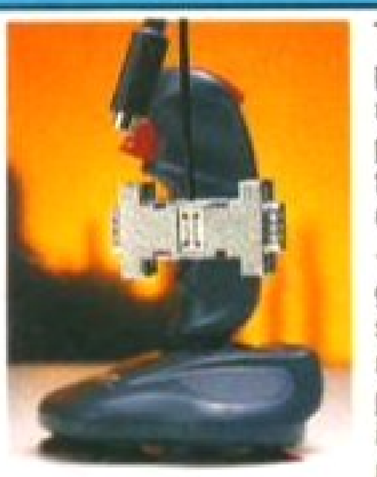
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CDTV CONNECTS DIRECTLY TO YOUR TV SET

AMIGA CDTV ACCESSORIES



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L to R:

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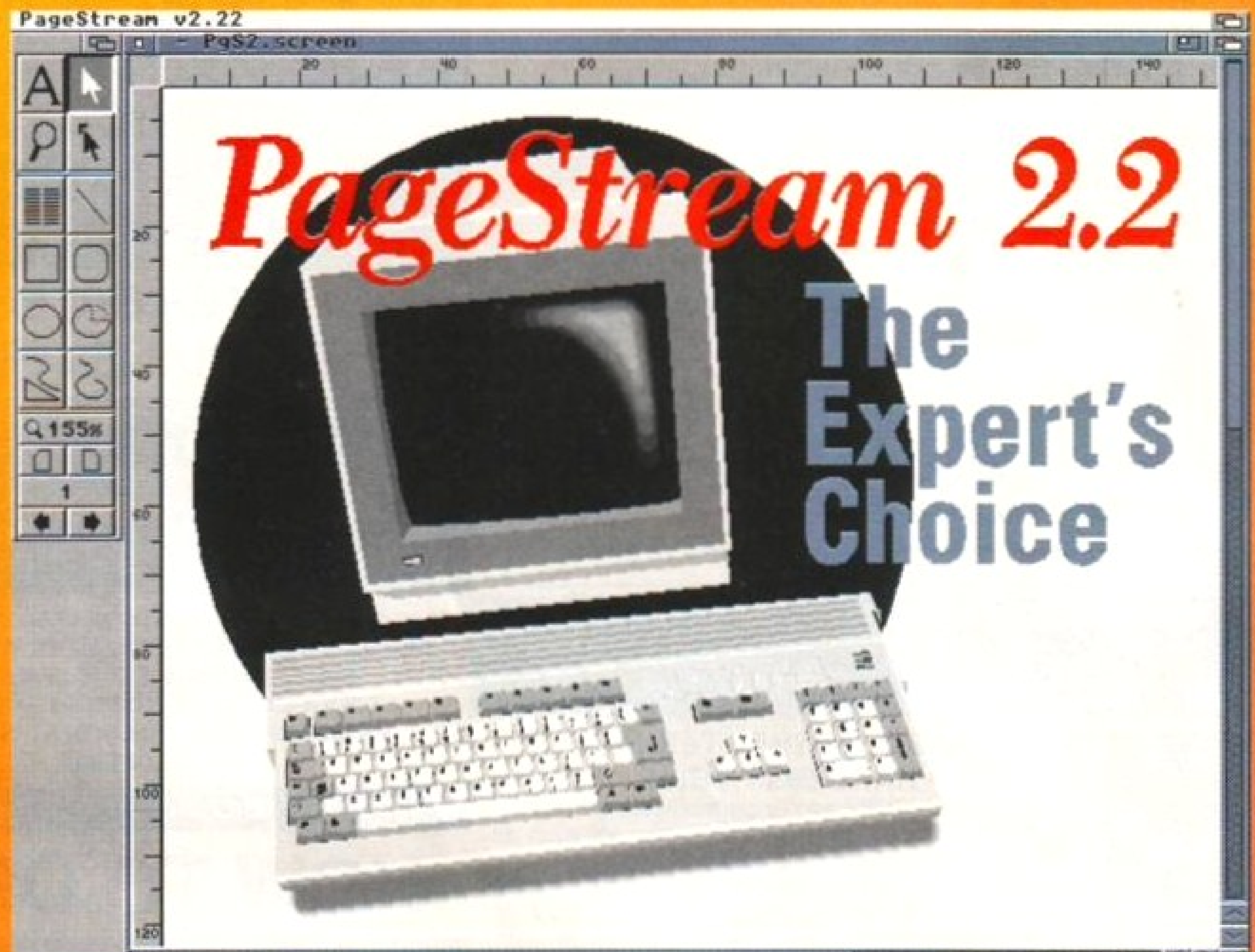
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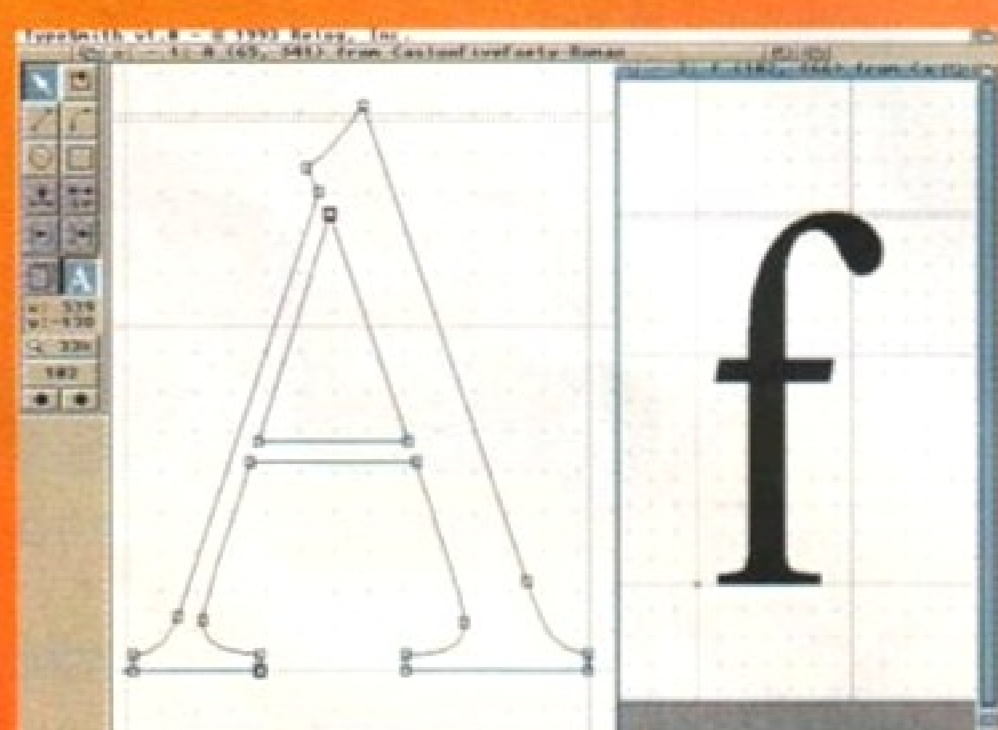
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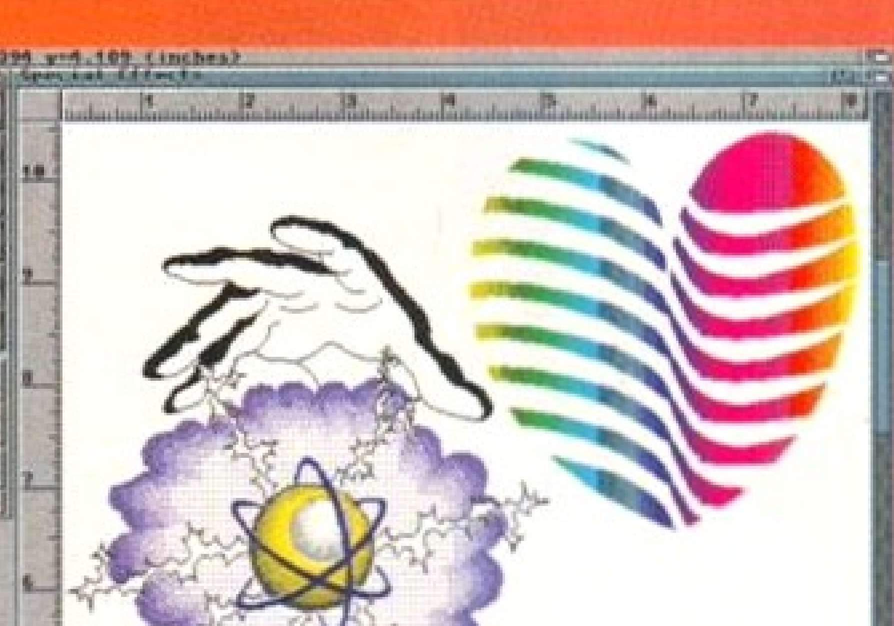


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FIGHTING FOR YOUR RIGHTS!

Each month, Amiga Format brings you the very best in game reviews. We're committed to telling you exactly what's wrong and right with each game, with no holds barred. Once upon a time, we were all punters too, and every one of us has had a nasty experience with a duff game at some time or other. We don't want that to happen to you, so each game we receive has a whole host of tests to pass before it gets our ultimate accolade - the Amiga Format Gold.

Does it play well? Are the graphics worthy of our Amiga super-machine? Is the sound up to scratch? Does it work on ALL Amigas? Will it install to a hard drive? These are just a few of the challenges a good game could rise to, but still the crap games keep a-coming. What's worse is that we often see tired old garbage rated highly in other mags. Have they no shame? Don't they care about you, the poor mug who shells out hard-earned cash on these white elephants?

We don't believe anyone else in the Amiga market is qualified to bring you the low-down on the vast range of new titles. Our team is made up of the some of the hardest-to-please reviewers you could ever find. They've seen it all before, and they've often been on the receiving end - and now it's their turn to answer back with the truth. Trust us - we're on no-one's side but yours.

THE REVIEWERS

Who have we got, and why have we got 'em in this month? They know their stuff, that's why! Meet the gang 'cause the boys are here...

ANDY NUTTALL

Andy usually writes this column, but he's way too busy mingling with software bigwigs and industry supremos this month. So while he was in a role-playing kind of a mood, we persuaded him to cast an expert eye over *Ishar* for the A1200.

JAMES LEACH

Last month we implied that James was, er, rather pinickity with his pennies. Dare we imply the same again? Yes. This month, we asked him to review a game about a small animated plasticine character. But he thought we'd just said he'd get "more for his money", and jumped at the chance. Work it out.

TRENTON WEBB

No, not a special material used for dressmaking, but the top authority on *Battle Isle '93*. When the *AF* talent scouts hunted Trent down and gave him his mission for the month, he was busy moving toy soldiers around a homemade map of Britain. Trenton is 27.

RICHARD BAGULEY

Richard spent most of the *Amiga Format Live!* show with his head in a bucket. He came up for air three times, when he managed to put together some wise words on *Ancient Art, Reach for the Skies* and *Worlds of Legend.*

STEVE BRADLEY

Steve doesn't think that football's a funny old game at all – well, not judging by the remarks he makes while being thrashed at *Sensible* during those quieter moments in the office. (Yes Marcus, that's before you get in). *Championship '93* might be the nearest Steve'll ever get to management, but he enjoyed himself at the time.

Screenplay

Your once-a-month chance to find out what's hot and what's not – in the world of Amiga games releases. There's no beating around the bush in these pages, so listen up and don't part with those pennies 'til you've got the lowdown.

THE GAMES: HOTTER THAN JULY? WE THINK SO



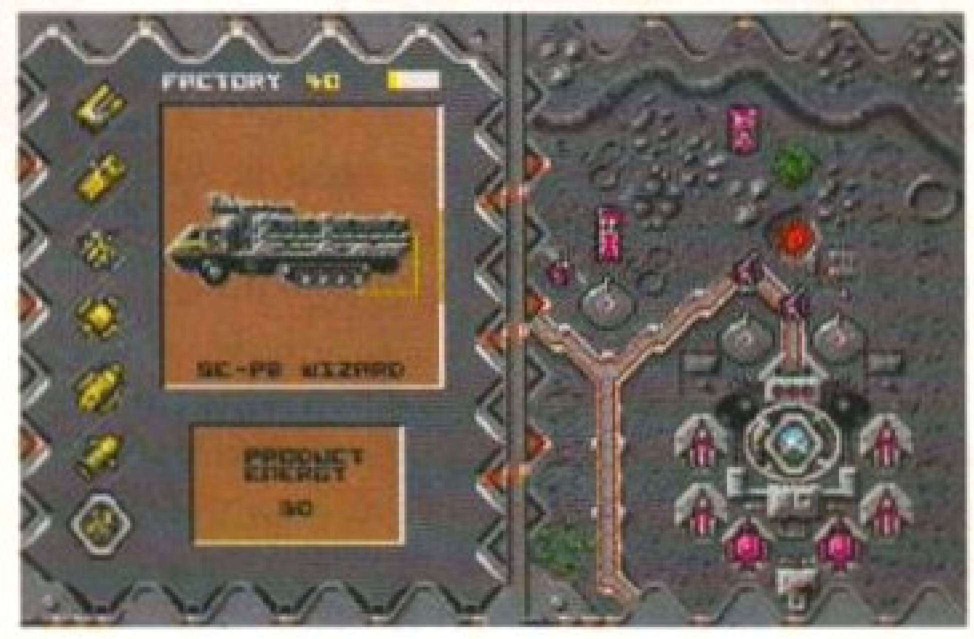
Reach for the Skies

You know when you have an argument with your grandad and he tells you how he fought a war for you and his country? Well, don't pick that time to tell him you've fought in the same war, but on your Amiga. Your ear will be in for more of a clip-pin' than an ornamental hedge. But this game is one way to bone up on some history, and practice shoot-em-down techniques too. It's a classic flight sim, with a black-and-white-film-on-a-Sunday-afternoon appeal. The difference is you won't fall asleep during this one. Chocks away! Page 182



Worlds of Legend

Why do all professional adventurers stumble across their latest epic while downing a few pints in the boozer? Never seems to happen in our local. Still, that's how this sequel to *Legend* starts, which is quite a leisurely intro to the levels of planet-saving and adventurin'-type stuff to come. Is it all uphill from there? You'd better find out, on... Page 60



Battle Isle '93

Battle Isle first hit your screens two years ago. Since then have Bluebyte been sweating blood over the new version of this *Amiga Format* Gold-winning game? Well not quite pints of the stuff, since this is an upgrade, and not a sequel, so don't get your blitters in a twist if you can't really see any radical change. See what's new though on... Page 64



Ancient Art of War in the Skies

Take one classic strategy manual from the annals of Japanese history. Add to that some modern warfare technology and a generous sprinkling of air-borne missions. From time to time, drop some bombs and wipe out your opponents. Serve hot on the screen of your Amiga. Wargames. Everybody's favourite ingredient. Page 78



Championship Manager '93

The poor old football managers – they just don't get any of the limelight, do they? Week after week the sheepskin lumps sit in the dugout, and no one even notices if they change their hairstyle. *Championship Manager '93* changes all that; find out how to coach a team, negotiate new signings, and help score (or should that be claw?) your way up the league. Football fans, this way... Page 73



Oh I do love cooking. Fancy a bat wing souffle? On the spell mixing screen you produce spells to give people warts and to blast monsters.



A map of Trazere, where you wander from town to town. You are represented by the flag with five crosses and other groups by other flags.



This character is the emperor's personal sorcerer, who was involved in the shady goings on surrounding the emperor's death.

Worlds of Legend



In years gone by, brave adventurers wandered the land saving damsels in distress from dragons. These days, game reviewers just sit in front of their Amigas playing the sequel to Mindscape's *Legend*.

The storyline of *Worlds of Legend* is the usual sort of thing, and starts with four hardened adventurers slouching around in a pub drinking beer and calling out sexist remarks at the barmaid. Suddenly, a hooded figure bursts in and passes a message to one of them announcing that his father (who is an emperor) has died under mysterious circumstances, and the forces of evil are threatening to overtake the land.

So, our happy band of wanderers decide this isn't a good end to an evening, and decide to go out and right wrongs. They visit their old aunt Sushina on the way, and she says they must find the four shards of the eternal Amulet and reform them to save the empire.

Your first task is to set up your characters. You are given four – one from each of the classes, each with their own special power. The Berserker can enter a Berserker rage and become vicious and the Troubadour can sing a variety of songs which bolster the characters. The Assassin can make himself invisible and the Runemaster can cast a range of spells. At this stage you can reclothe or rename your characters, as well as choosing their sex – you can have female warriors! You can also place the characters under the influence of one of the elements, which boosts certain characteristics but lowers others. For instance, earth boosts strength, constitution and armour, but it lowers intelligence, speed and dexterity. Once you're set up, it's off into the big wide world.



This is one of the puzzle screens. Your group of wanderers cannot cross the water, and have to work out the appropriate moves to transport themselves across. Hint – check the button and the circle...

WORLDS OF LEGEND is available from Mindscape 0444 246333

Dark depths

The gameplay is divided into two sections. The first is a relatively conventional adventure where you wander around a map and enter various cities, buying new weapons and learning new skills. The main action takes place in the dark depths of several of the buildings on the map, where you have to solve puzzles and beat up monsters. You see the room you're in from a semi-3D viewpoint, and you manipulate the various characters using the mouse only.

WHAT CLICKING ON THOSE ICONS DOES TO YOU AND YOUR GAME



1 Elliot the dragon – your trusted map maker. Click on him to get a map of the bits of the dungeon you've visited.

2 Baggage – click on it to access the inventory screen, where you can carry out various actions with the things you've picked up along the way.

3 Compass – constantly points north, reminding you where you are in the cosmic scheme of things.

4 Chicken – clicking here causes your characters to run away from whatever nasties are in the area, only stopping when they get to a dead end. Beware, as the monsters usually follow you.

5 Rally – causes your group to rally around the leader and fight the good fight.

6 Objects – selecting one of these causes the character to use the object.

7 Characters – clicking on one selects him/her. The skulls indicate your health and their colour shows how many luck points you have left.

8 Menu Bar – clicking on one of the options and then clicking on an object on the playing area makes the character walk over and carry out the operation that you have chosen on the object.

9 Message area – the program prints up various messages here about how effective your attacks have been, or which bit of you the monsters have been chopped off.

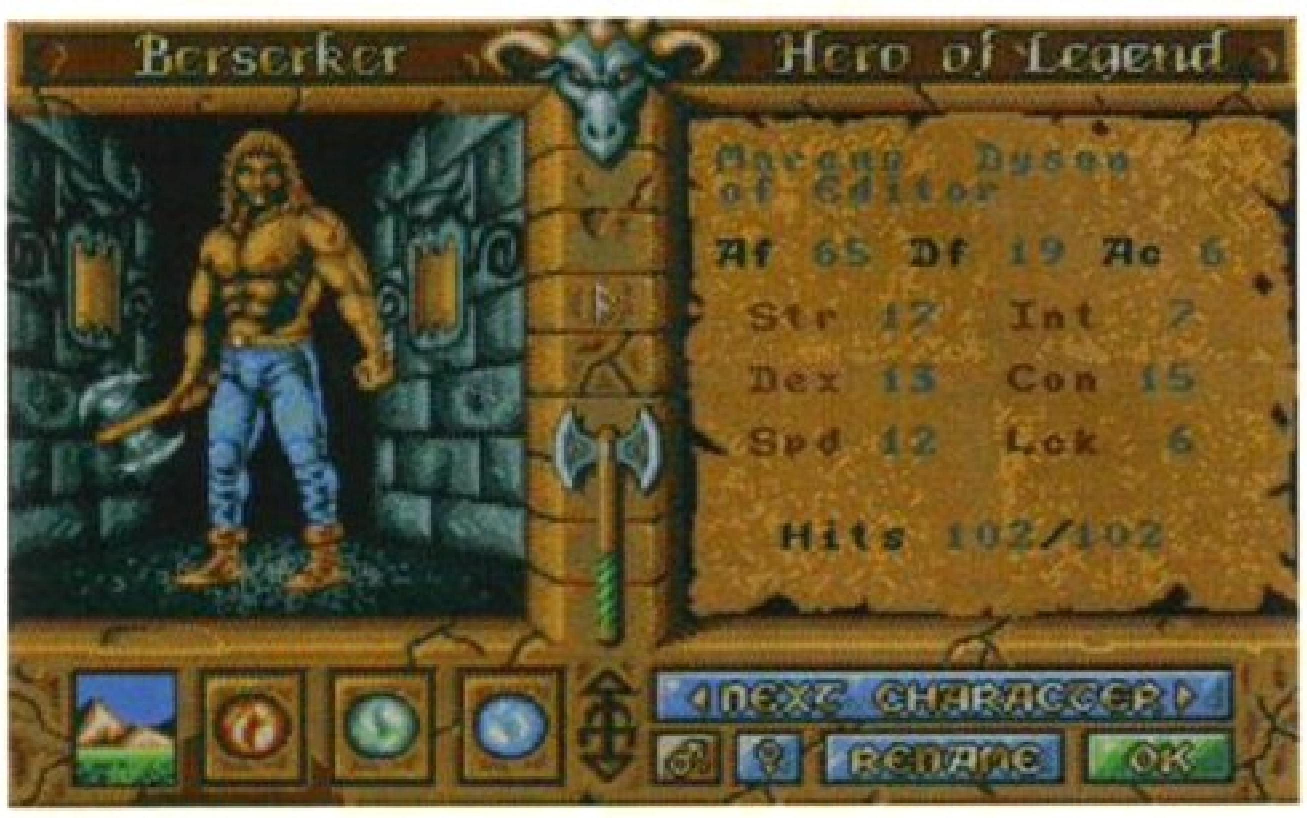
10 Your characters – a group of heroic warriors who will inevitably triumph over evil and liberate the land from the grip of the baddies.

11 Monsters – a group of weedy monsters who only serve to blunt your weapons.

12 Casks – they are liberally spread around the dungeon, and usually contain either gold or some other useful object.



When you try to enter a town, this imposing codpiece will try to stop you. If you don't have the appropriate pass, prepare to be booted out.



This is the screen where you define your group of fighters for truth, justice and the magical way.

Clicking on a point in the playing area moves the character to that position, and clicking one of the menu options, and then on a point in the playing area, makes the character carry out the action. For instance, if there is a cask in the room, clicking on open and the cask makes the character walk over and open it. It works well, but you have to be careful where you click – it is best to click at the bottom of an object, confusing when it is a pillar with a button halfway up it.



The second part of the game has you exploring a building, solving puzzles and beating up monsters. Many of the doors are locked, and the keys are hidden in other parts of the building, which are defended by baddies. Also liberally spread around the place are weapons and magical items, some useful, some cursed. To progress through the maze of rooms, you need to keep a careful track on what you're carrying and where various things are.

Combat is a reasonably simple affair. If you encounter any beasties, clicking on the rally icon makes your characters regroup and enter the fray. It's possible to leave the computer to handle it all automatically, but you can step in and take over one of the characters. Or at least you can with the Runemaster: the only option you get with the other characters is to turn their special characteristic on or off. You can also determine which song the Troubadour will sing if you take control of him, but there's no way of getting involved in the nitty gritty of plunging a battle axe into a monster's head.



Magic moments

A major part of the game is dealing with magic. The Runemaster can mix his own spells from a variety of ingredients and several runes. Thus, you can create devastating damage spells, or healing spells. If you're feeling particularly awkward, you can create a spell that damages the target and then heals it, although the usefulness of this ability eludes me. Once your Runemaster gets more experienced, they can learn new runes to create new spells for such things as dispelling magic, bringing back the dead, or creating mystic weapons.

In order to create a spell, you need to combine the rune and other ingredients into a magical mixing bowl. The other ingredients are paired to the rune, so for instance you need a portion of bats wing to activate the missile rune and a portion of hedjog (sic) venom gets the healing rune going. A pinch of salt also helps. It's possible to mix together any number of runes, so a spell that dispels magic, heals, creates a mystic weapon and gives the ability to teleport is easily possible, if your Runemaster has sufficient knowledge.

Initially, most of the monsters you meet are reasonably simple to defeat, but once you get into the game, you meet monsters such as hell hounds and serpents which don't die so easily. If any of your band of cut-throats are killed, it is possible to resurrect them, with a little help from the local temple.

Overall, *Worlds of Legend* is a good game, but there are no real advances from *Legend*, although it does have a new storyline, puzzles and a playing area that's bigger than the original. With *Legend* now available for £14.99, you will be better off trying that if you've not played a game of this type before. However, if you played and liked *Legend*, *Worlds of Legend* is a worthy sequel, providing a good variety of new puzzles and monsters to slaughter.

Richard Baguley

Worlds of Legend
Mindscape ■ £25.99

- There's plenty to explore, with several dungeons and many cities.
- Characters are well animated, and sounds are nicely done.
- No real advance from *Legend*, except for the new storyline and larger playing area.
- Plenty of puzzles to keep you occupied.
- The original version, *Legend*, is now available as a £14.99 budget game.

Amiga Format Verdict 88%



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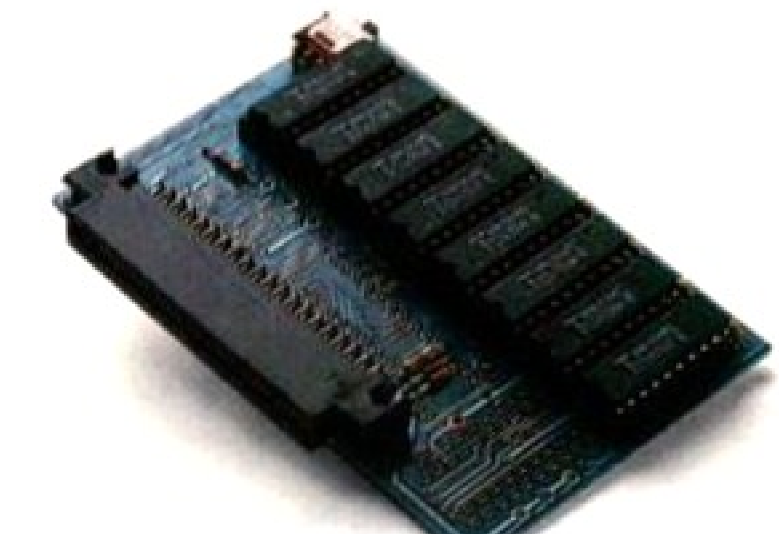
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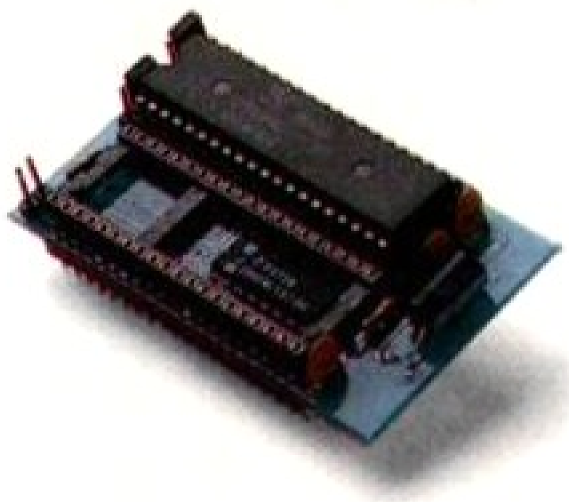
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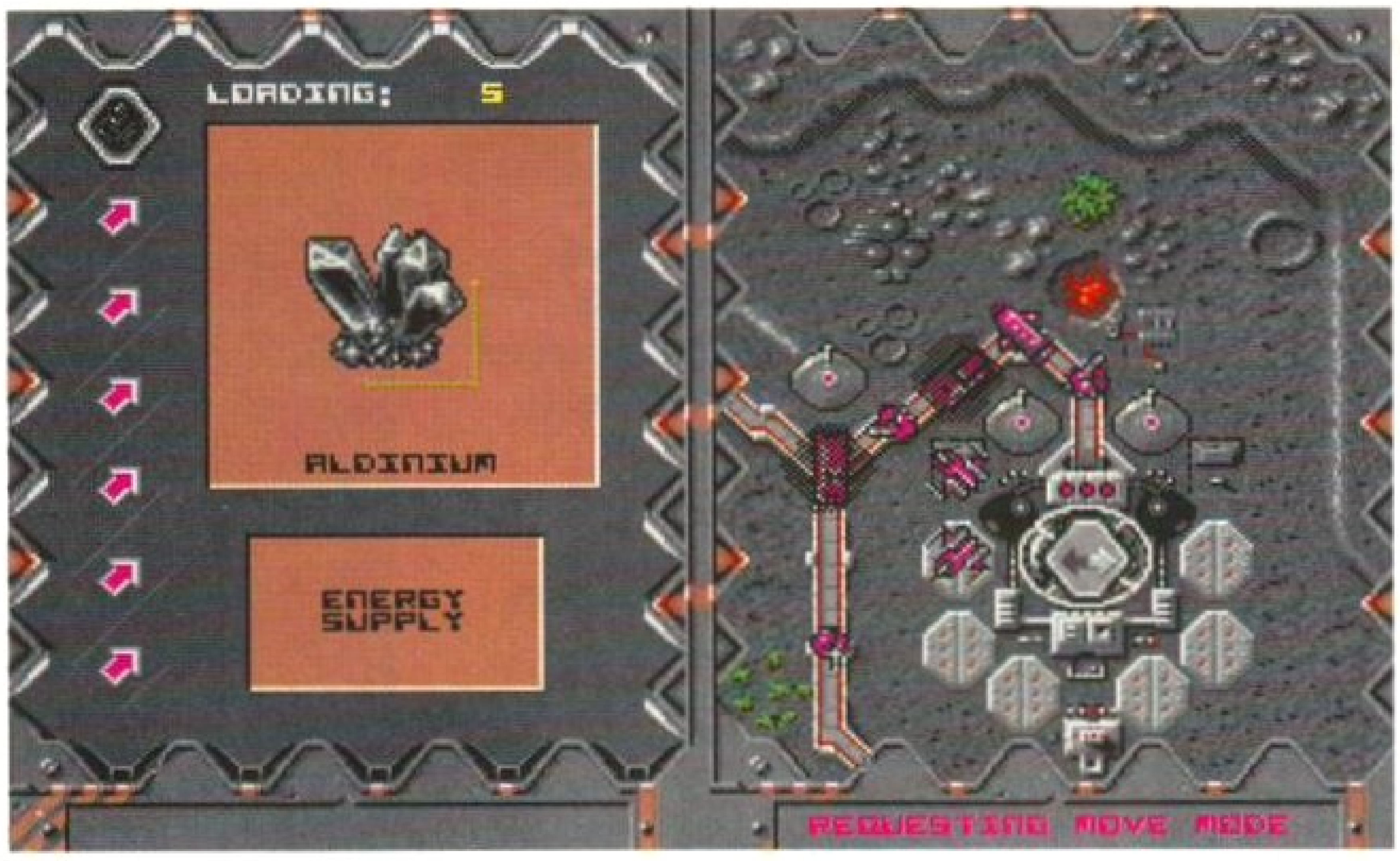
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Even amidst the shelling, some fools build shiny new tanks and guns so you can drive around the countryside getting them wrecked.

Battle Isle '93

Most war heroes are happy to spend their retirement writing biographies, complaining about civvies or meddling in politics. However, it seems that the makers of *Battle Isle* (which went Gold in *AF*29) weren't keen on putting the game out to grass and have started another war.

Battle Isle was a sort of Apocalypse Now meets The Battle of the Bulge at the Mother of All Battles. *Battle Isle '93* is like a psychotic tank drivers' convention held during NATO exercises on the set of *Empire Strikes Back*. There are subtle differences between the two warriors, but amid the chaos of the battle they're hard to spot.

First impressions suggest that this is a major re-working of the old classic. New moonscape settings – the wars are fought on alien satellites – give '93 a fresh face. All of the original *Battle Isle* units have had their powers modified and a smattering of intriguing new toys are on display to encourage destructive experimentation.



To the victors go the spoils. Break into a depot and win a car! Well, a tank actually.

Destruction guaranteed

Like *Battle Isle*, *'93*, is an escalating arms race. 24 war zones lay in ambush for would-be generals. Each battle introduces new vehicles, new terrain, and all manner of other tactical twists in a strategy masterclass. The infantry, tanks, aircraft, artillery, boats and tanks must be moved about the hex-map to trap and kill the enemy. On the fields of fire it's experienced troops, running repairs and custom-built kit that prove to be the key. That's if you're to turn the almost overwhelming tide of hardware pouring out the Blue factories.

In both *Battle Isle* and *'93*, knowledge is power. An innate understanding of each unit's range and strength is vital for victory. But then so is watching your opponent's screen as they move. Precise knowledge of which units work well together, which weapons need time to set up and the likely outcome of each battle has to be earned though. And these lessons only come in hard-to-swallow defeat flavour.

Battle Isle '93 is a more polished game than the original. The power of each vehicle has been honed to offset the flaws and flukes present in *Battle Isle*. The new units, such as invisible blocker droids, open up tactical possibilities which make the battles harder and the strategies more elaborate.

BATTLE ISLE '93 is available from Kompart UK 0727 868005

Looking for a fight?

Battle Isle '93's problem though, is not in the way it differs from *Battle Isle*, but in the way it stays the same. Of all these similarities the battle resolution sequences are the most disappointing. In *Battle Isle* the outcome of each specific fight was illustrated with little blokes scraping from an overhead view. In *History Line – Battle Isle's* First World War cousin – this was switched to a pseudo-3D perspective. *'93* plumps for the older overhead-style. The result means fewer disks, but much less spectacle.

Battle Isle '93 is an upgrade and not a sequel (*Battle Isle 2* is already in development). Veterans will appreciate the quality of the game, but newcomers would be better advised to battle *History Line* first. It's better looking and the historical overtones make the war a little more fascinating. Still, if you're looking for a fight... **Trenton Webb**

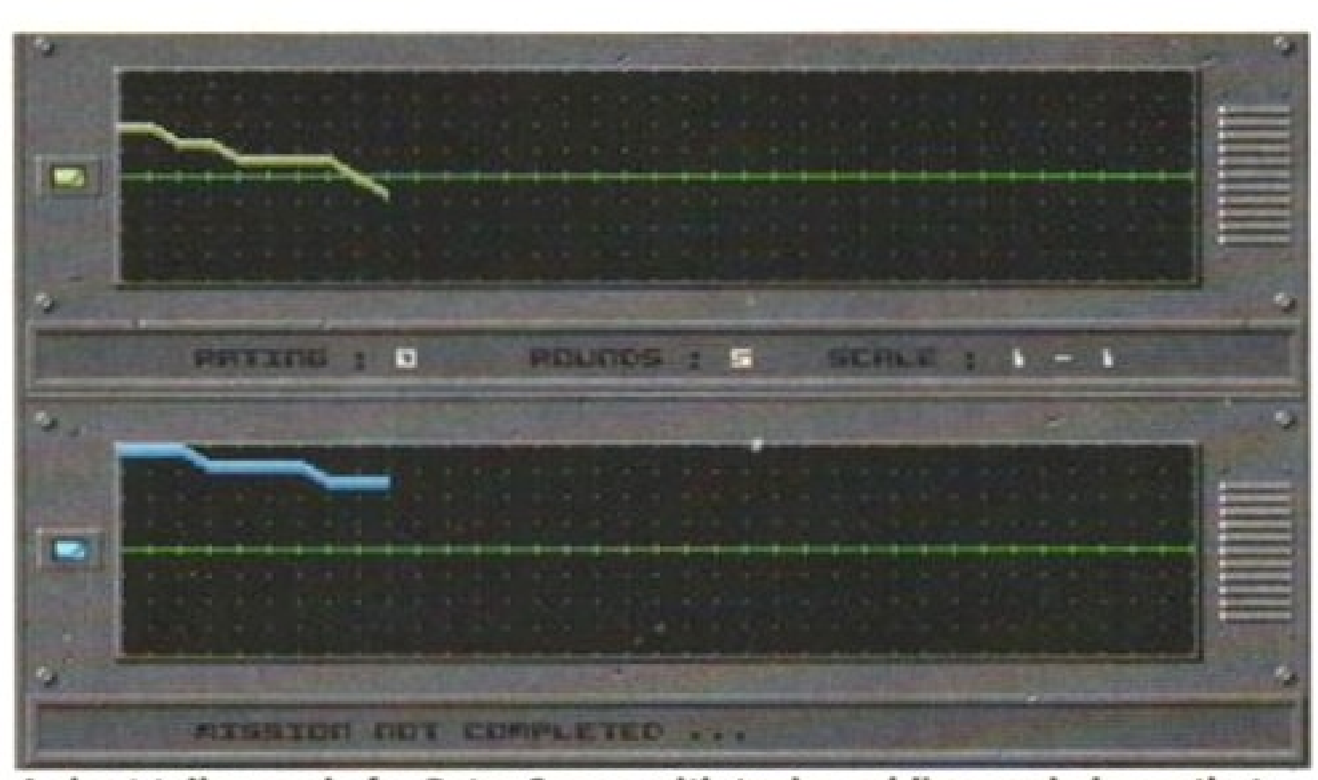
Battle Isle '93
BlueByte ■ £19.99

- Fearsome head-to-head war gaming.
- Weeks, nay months, of solid gaming.
- 24 new maps to die on
- Space-age units for '93
- Limited perspective
- The differences are too subtle!

Verdict **81%**



In the future, Condors have evolved fantastic self-defence systems – like air-to-air missiles.



A chart tailor-made for Peter Snow, with tanks, soldiers and planes that you can move – yep, the whole game would be right up his street.



Don't worry, it's not all doom and gloom. *Ishar* also contains pretty women, scrapping and lots of pubs. Jocky Wilson would love it.

Ishar

Daze Marketing ■ 071-328 2762 ■ £29.99

Hooray! Another AGA-only game hits the streets – the second this month from Daze Marketing. *Ishar: Legend of the Fortress* is a reasonably old game, originally reviewed in *AF*37 (76 per cent), but this is a slight update on the original taking advantage of the AGA's larger colour palette.

Ishar is a huge role-playing adventure, boasting over 20,000 locations, 180 characters and 40 spells. Although these are rather ambitious figures, they are quite believable, because it takes some time to travel across the landscape of Kendoria, the setting for the game.

Apparently 'Ishar' means 'unknown' in the Elfin tongue, which is pretty fitting because you don't really know where it is. All you do know is that you've got to get there somehow, break in, and kill the evil Krogh who is threatening to plunge the land into darkness. Well, not many marks for the intricate plot, but the content of the game is good.

Your party can contain up to five characters which you can recruit from the various oddballs who are lurking around Kendoria. A good point here is that any possible recruitments must have the vote of every member of your party – if any character doesn't like the look of them, they're out. Similarly, if you get the urge to sack or kill one of your party members, and they have made friends within the party, you could have a mutiny on your hands.

The only minor niggle is that the odd spelling error has crept in – such as Humain for Human, and Strentgh for Strength. It's been translated from German, so it's understandable, but the mistakes are in prominent positions and more care could have been taken.

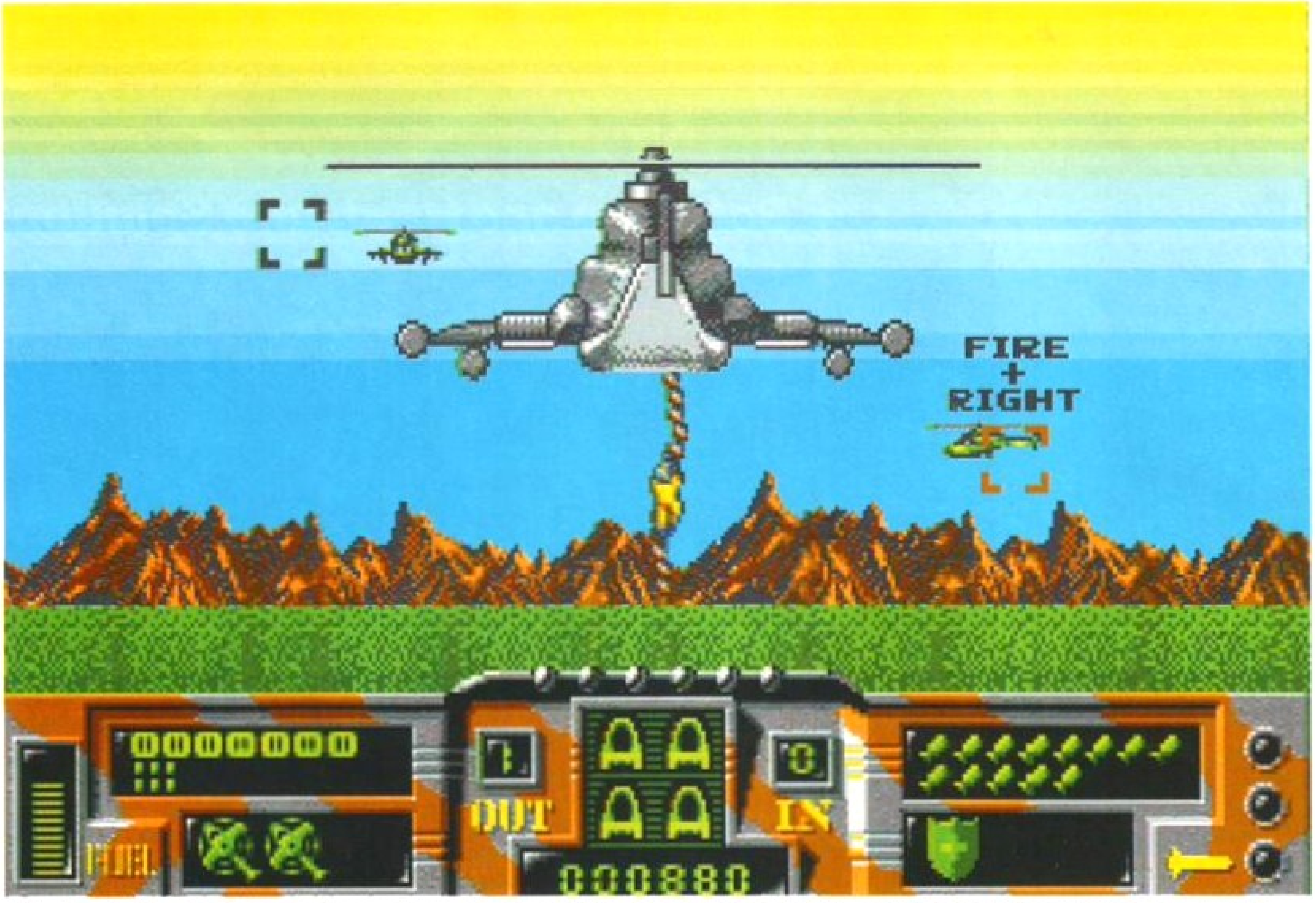
Ishar is a good, solid game, and the addition of extra colours in this new version makes it all quite a lot prettier – as well as quite a lot quicker. If you already have *Ishar*, there's not much more for you here. If you haven't, then it's recommended if you relish a challenge.

Verdict 77%

Andy Nuttall



Er, and talking of which, it seems that we have a pretty woman, a scrap and a pub all in one picture. No Jocky though (thank God).



After heroically rescuing one of your chaps, or so you think, you're transported to ground level where you have to do it all over again. It's handy if your chap is nippy up the old rope, otherwise he's due for an early bath.

Firehawk

Hey up, there's trouble afoot. A gaggle of drugs barons have got together and are threatening the democracy of the small Republic of Lafia, although no-one's quite sure why.

Anyway, the helpless Lafian government have requested aid from America (who else?) and Congress have agreed to send a posse of Green Berets (and some men) to sort them out. As luck would have it, you're the American pilot of a rather smart helicopter which can cause all kinds of mayhem. Got it?

You've got to work your way through seven different (but similar) missions before you finally get to finish off the leader of this unseemly coup. These missions include picking up paras, destroying cocaine production buildings and blowing away planes, choppers and ships – a veritable cocktail of violence.

A bit choppy

Controlling the chopper is not easy and you will find yourself going round in circles at first. It's fast and easily manoeuvrable but takes time to get used to. A small circle in front of the chopper (the sight mode) directs you to the nearest para to rescue, but it's more useful for determining your general direction. The areas that you fly around are small and unlike *Desert Strike* (there, I've mentioned it), you're never travelling in the same direction for more than a couple of seconds.

The overhead view works reasonably well and you fly at the same height throughout the game. Scattered around the islands are various ground targets, many of which will launch bombs at you. It's best to bomb runways, tank hangers and helicopter landing pads as soon as possible – this stops more enemies emerging.

Fortunately, the bombs don't travel as fast as your chopper and if you can control the beast you will be able to avoid most of them.

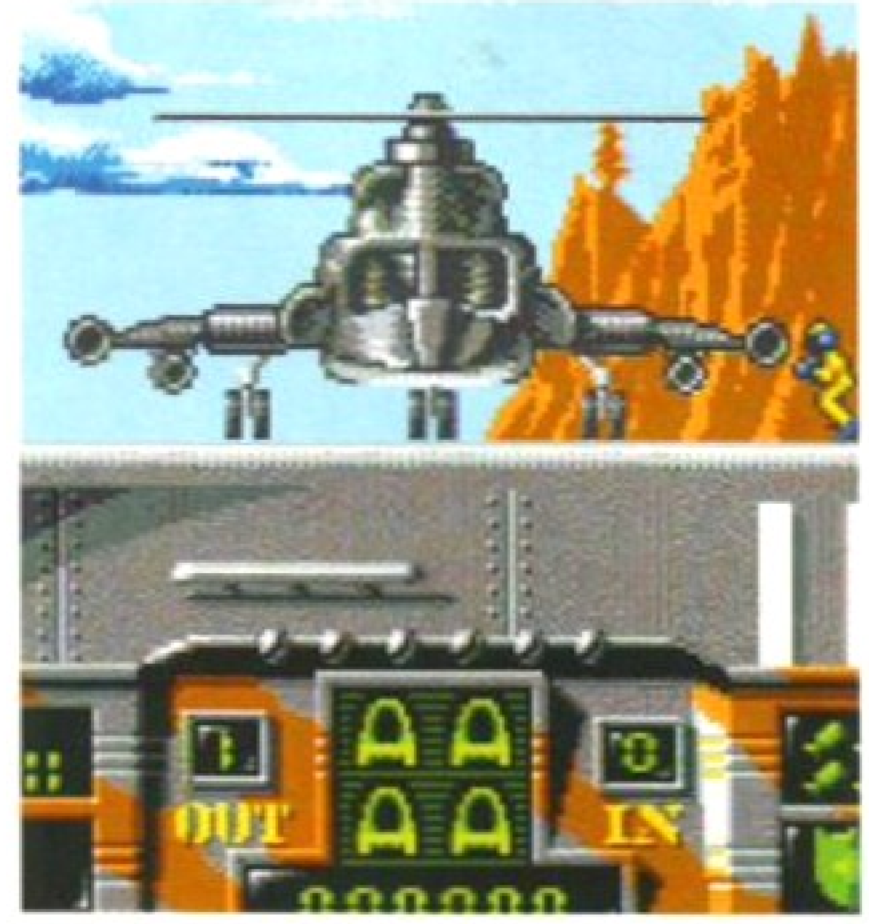
GOT AN A1200?

The first 1,000 copies of *Firehawk* will not work on an A1200. If you want to exchange your copy for one that will, then return your copy to Codemasters, Lower Farm House, Stoneythorpe, Southam, Warwickshire CV33 ODL.

FIREHAWK is available from Codemasters 0926 814132



Yes, it is your honour-bound duty to kill anything and anyone that moves, but it's only pretend – so that's OK.



"Hijack helicopter, ganja and cocaine", so sang Mick Jones – and in a way, he was right.

There's a control panel to keep you informed of the fuel/weapons situation and the number of paras still to be rescued. This is helpful, particularly since it's constantly on-screen.

Missions start on board the good ship Excalibur, from which you fly to destroy the targets and pick up paras. To p-pick up a para, you hover above him, then you're transported into another short shoot-em-up section where you have to destroy oncoming enemy helicopters while hoisting the para up a rope.

Let's do it all again

As you continue through the missions though, there is a feeling of déjà vu. You blast runways and buildings, airlift paras, collect power-ups and then do it again. The heat-seeking missiles are fun to dodge but little else is noteworthy. The graphics are uninspiring – they resemble one of those children's playmaps where you can drive Matchbox cars along pretend roads.

Released hot on the heels of *Desert Strike*, references are inevitable. *Firehawk* is a shoot-em-up with far less fuss than its illustrious counterpart. Sadly, it's way behind on gameplay – there is no feel of realism whatsoever. You feel like you're actually flying a helicopter in *Desert Strike*, you don't in *Firehawk*.

If you feel particularly committed to Lafia's cause, then *Firehawk* is tailormade for you. However, many Amiga games are more developed in graphics, sound and gameplay and you can't hide the fact that it's not as good as *Desert Strike*, even though it is £10 cheaper.

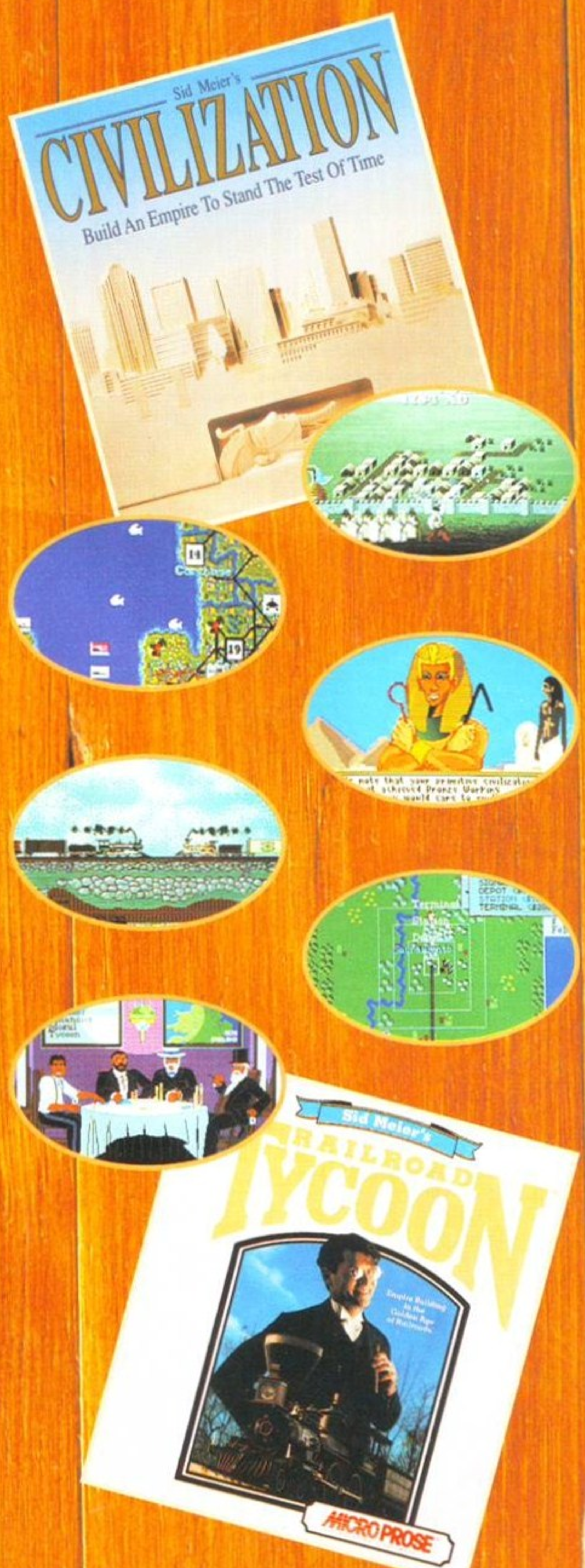
Stephen Bradley

Firehawk
Codemasters ■ £19.99

- Fast and furious action and plenty of levels to blast through.
- You gotta learn how to fly the crate before you get any good.
- Graphics and sound effects are extremely average for these times.
- The missions are rather repetitive, lack variety and become a bit of a chore.
- And remember people – don't do drugs.

Verdict 65%

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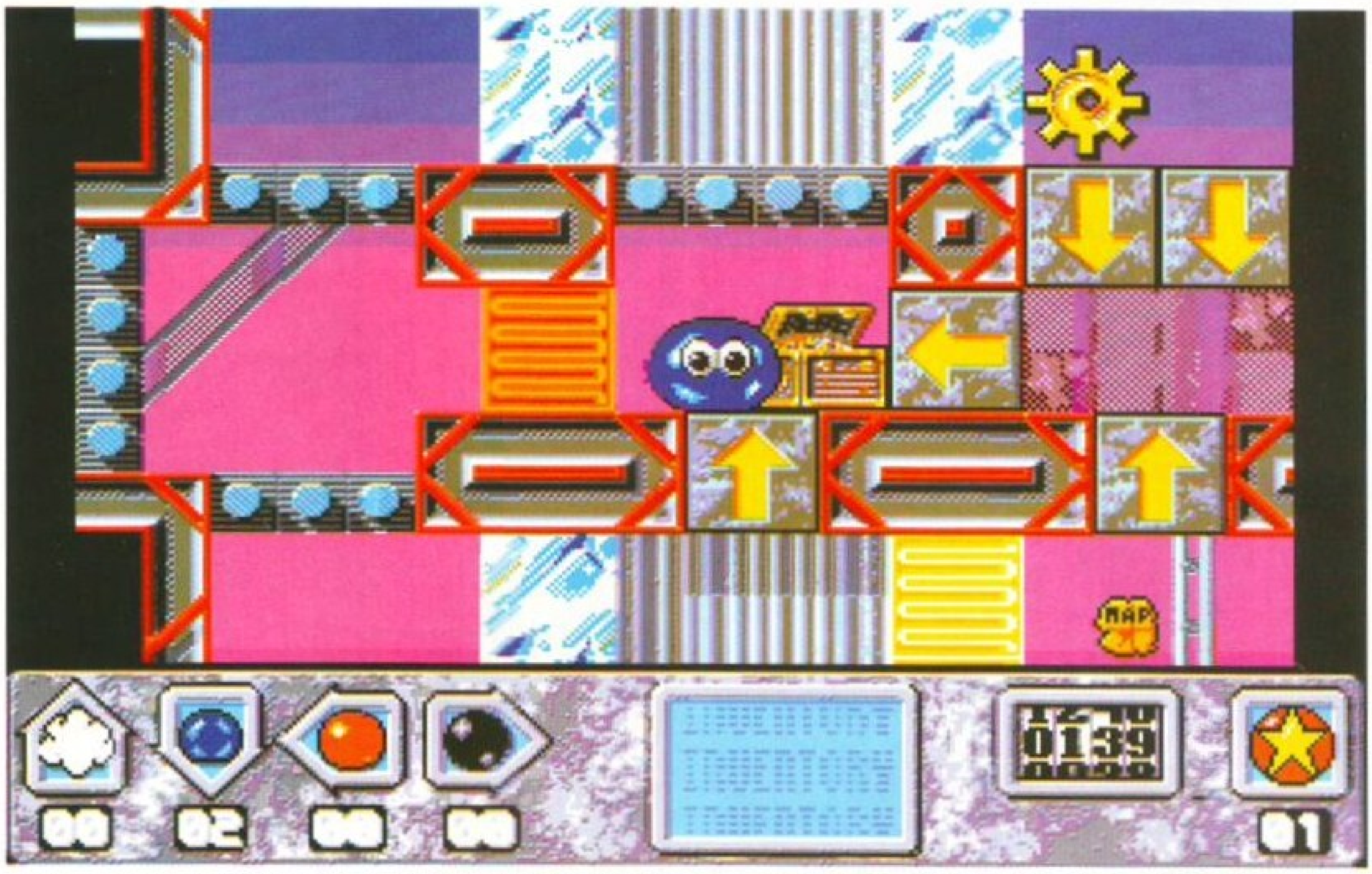
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Can the subject of relative molecular densities provide the puzzling fun in a platform game? Er, quite possibly, yes…



Yes, the central character in *Morph* (the blue blob on screen) does resemble the blue blob in *Putty*. And much like that game this one mixes two kinds of gameplay: it's a tricky puzzler while being a good platform game at the same time.

Morph

Morph was an Aardman-animated Plasticine character from the *Take Hart* TV programme – which was very popular with the youth of its time, I seem to remember. He was eventually given his own show, complete with his young friend, Chas. Then they were forgotten about until Aardman won an Oscar.

Morphing then appeared in *Terminator 2* and that groovy Michael Jackson video. And it has been seen in millions of adverts since; from hair colouring to Volvos. But all this has little to do with the game we've got here.

Morris Rolph (Morph – geddit?) is a standard, if slightly naughty, kid. He somehow befriends a weird professor of the sort most parents warn their kids to keep away from. One day he turns up at the labs to find the professor in an agitated state. Overcoming his natural reaction to run away from the gibbering loon, Morris enquires about recent events.

What's the anti-matter?

It transpires that the professor, whose name, sadly, is Krakenpot, has invented a matter teleporter. This, not unreasonably, is the cause of his excitement. He demonstrates the device to Morris with the aid of a white mouse. (Animal testing in labs? Bit of a no-no in this day and age, surely.) The machine works and Morris leaps up on it to try it out for himself. Something goes wrong and the poor kid is vaporised and left in tiny bits in the atmosphere – molecularly challenged, so to speak.

He's not dead though. He's merely… sort of reorganised. And he has limited control over his state. This might, just might, be useful if he's ever going to play the violin in the guise of a normal-shaped child again.

Morph has four major zones to explore. There's the garden of the house where the prof lives, the lab where all the meddlesome research is carried out, a weird factory (for some reason) and the sewers (for an even stranger reason). You can tackle these in any order, but if you do them in clockwise rotation, starting with the garden, the game seems easiest and most logical.

Shape of things to come

So far what we have is a platform game. What makes this one different (er, except from *Putty*) is that you, as the freeform molecular cluster, can assume one of four states. You can be a cannonball, a bouncy ball, a cloud or a big drip. (Morris was practically one of these before the whole sorry episode started).

You must beat each level by collecting cogs within two minutes. During this time you can assume the various forms only once or twice. This makes the game very tricky and, coupled to the stringent time limit, this gives it darned good playability.

There are no real baddies, but you do come across extractor fans, drains, magnets, fire and other nasties. If you're quick enough, and you're aware of fairly rudimentary physics, you should be able to work out exactly what you must do. But the game is excellent when it comes to hassling you as the seconds tick away and you're running out of transformations.

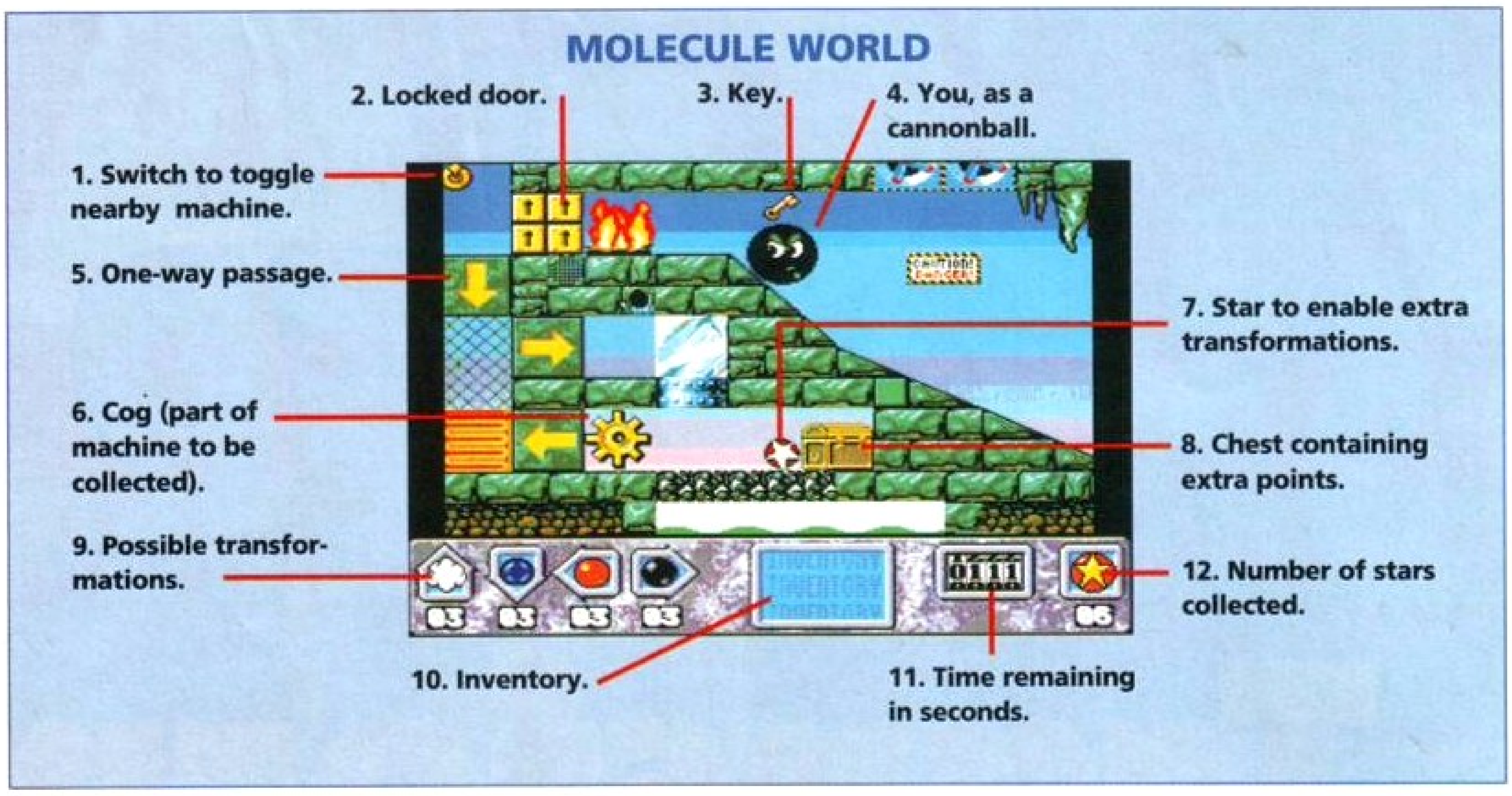
The puzzle element is strong in *Morph*, and it's a pity that having worked out exactly how to get through the tougher levels, you are killed by lack of simple joystick control. If you don't transform at exactly the right time, you

MORPH
is available from Millennium
0223 844894



Here we see Morph leaving what looks like an outside toilet. He's just had a ball movement.

The rubber ball is a perfectly good way of travelling as long as the area is spikeless.



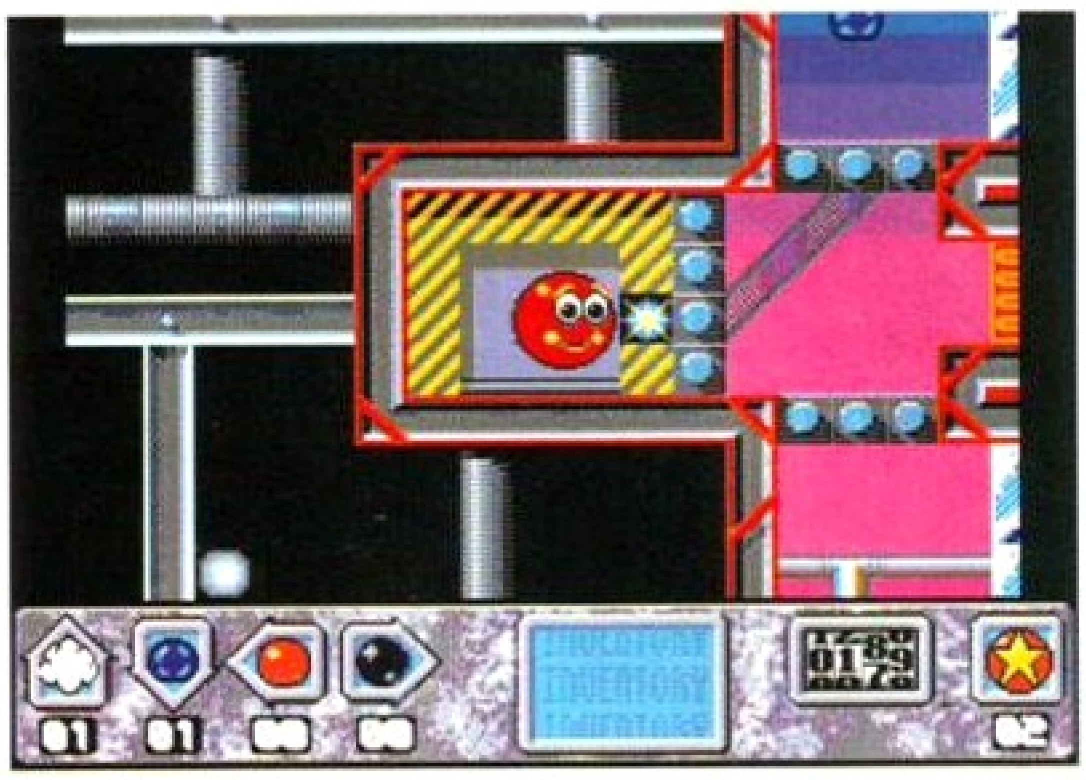
could easily be sucked, drowned, burned or popped to death. And it will be all your fault. So *Morph* is not only a damnably twisty and clever puzzler, but it also demands ultra-fine joystick movements if you're going to succeed. Yes it's time to dig out the old Cheetah Bug joystick.

In principle, *Morph* sounds easy; you just work out which form to be in for each obstacle, then change and continue on your way. Water runs through holes, cannonballs smash walls and clouds float over things. Simple enough, eh? Well, no actually. Firstly, you've got to ration your transformations very carefully. You'll only have two or three shapes per level and some of the levels are pretty massively huge. And secondly, if you bash through a wall, you can bet that behind it is a slope leading to a liquid just waiting to drown you. Or if you float out of danger, you'll be sucked into a fan or vaporised by a heater. Nothing in *Morph* is simple.

Double genre

That's the point. If you like tricky, pixel-perfect platform games with smooth graphics and nice sounds, you've got it here. If you also like migraine-forming puzzles, possibly involving physics-related shape-changing, this is here too. But to get the most out of the game, you'll need to love both genres. Like *Putty*, this mixes two sorts of game. It's very nice to look at, it'splayable and very clever. It's difficult as well, but satisfying when you do it right. There are some nice elements of humour in it too, but I won't describe these because this is the end of the review and there isn't space.

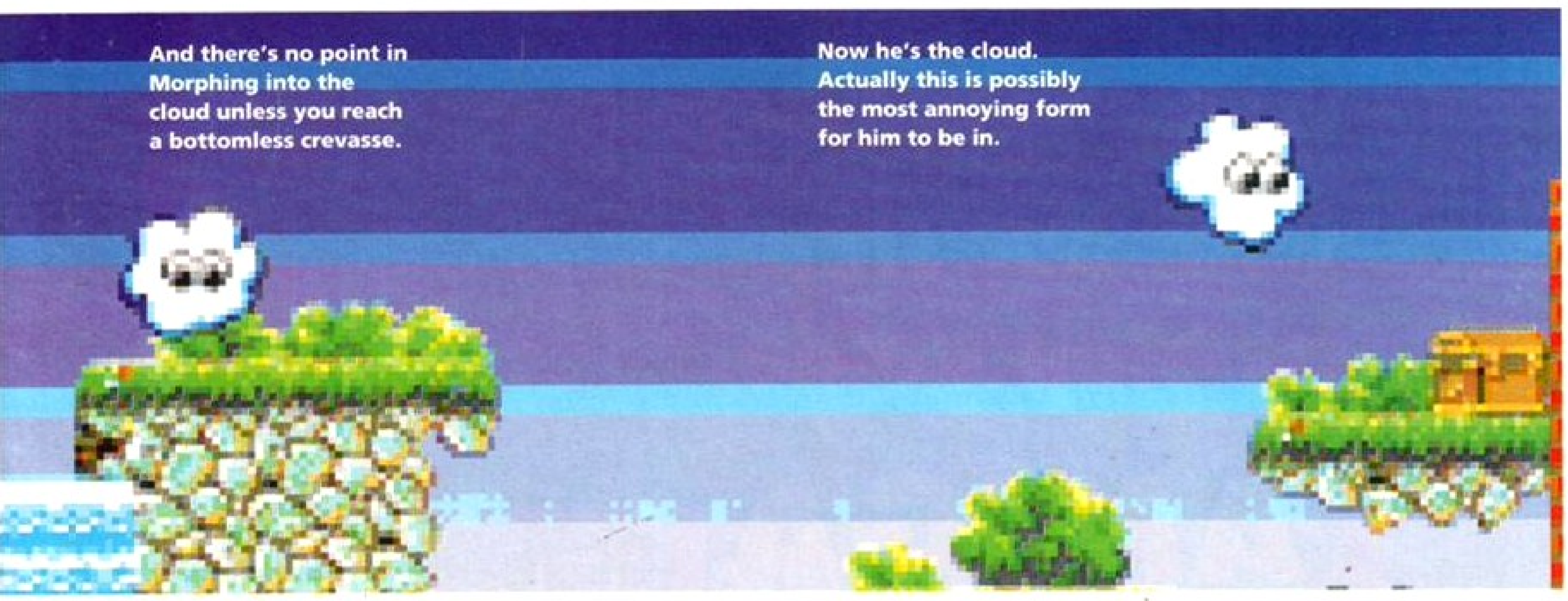
James Leach



Sphere we go again. (Sorry. That was very poor. It should read something like 'Getting out of this spot is a gas'.)



Temporarily converted into a cannonball, Morris takes out his rage and frustration against a nearby wall.



MORPH FOR YOUR MONEY

1. CANNONBALL.



Morph's heaviest state. He is impervious to spiky things, can smash through walls and doesn't worry about fire. But he sinks in water and drops through weak walkways. Current opinion has it that he also looks the best in this state.

2. BOUNCY BALL.



He can negotiate his way over delicate bridges and bounce on to ledges. He also floats. But he can be pricked with relative ease. Also his gaseous interior expands when heated, making him prone to violent and humorous explosions whenever he goes near a fire.

3. WATER DRIP.



Perfect for dribbling through gratings and vents, the water permeates insidiously through the levels. But if it lands in another liquid, it vanishes into a gooey solution.

4. CLOUD.



Float over obstacles, through vents and gratings. But watch out – you can't go downwards and you can get sucked away by extractor fans. In this ethereal state, you'll also burn if you go a bit too near fires.

In *Morph* you will continually meet new obstacles, and you'll have to use brain-power and trial-and-error when you decide which state to be in.

Morph
£25.99

- Sleek, cartoony graphics and a cuddly character give it a teddy-bearish, snugly appeal.
- A good idea for a puzzler, and full of mind-wringing problems, over 24 varied levels.
- Also an accurate platform game, requiring a slightly sinister dexterity with the joystick. (That must be a joke in Latin, surely.)
- The sound effects are better than you'd expect if you really were scrambled at a molecular level.

Verdict 81%

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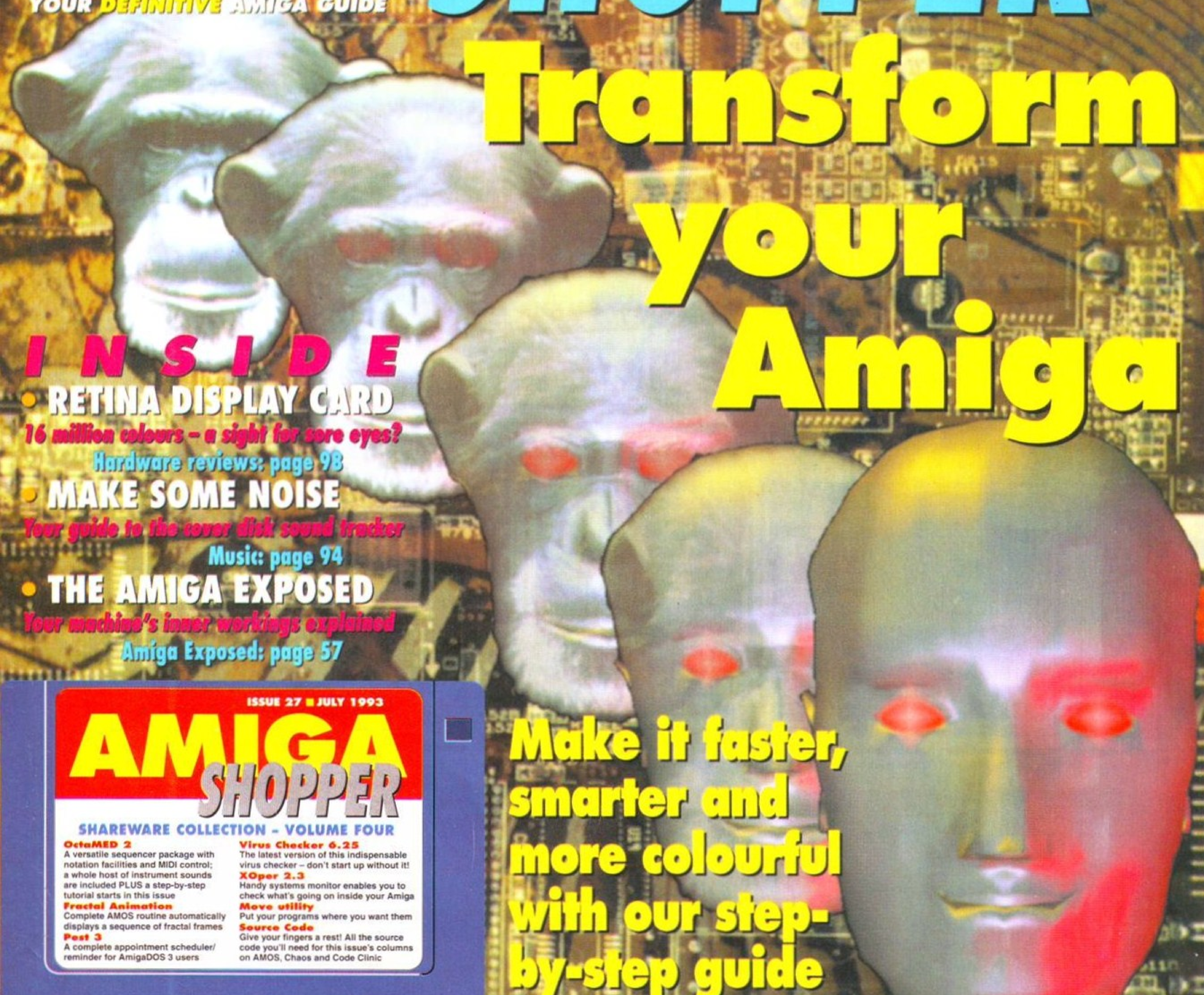
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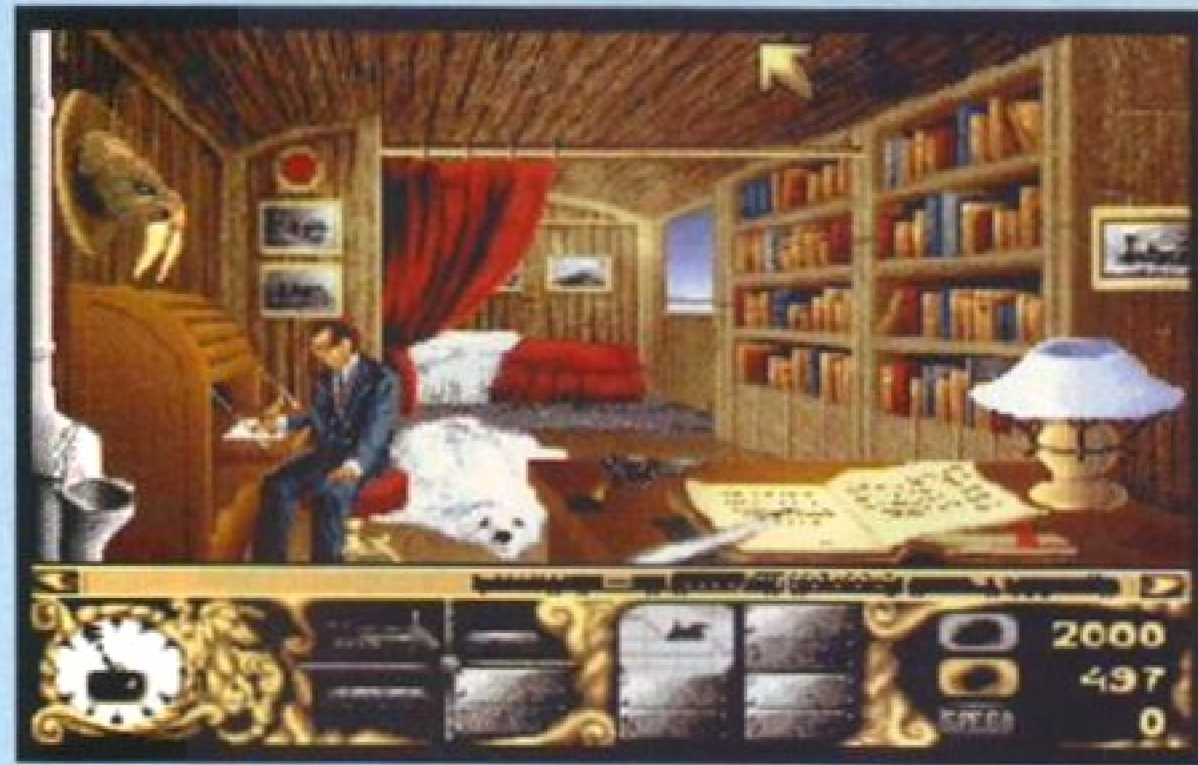
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Transarctica A1200

Daze Marketing ■ 071-328 2762 ■ £32.99

Previously reviewed *AF*45 60%

Transartica is a game about a train. Oh yes, it's also about the consequences of a nuclear winter after a well-meaning scientist gets his sums wrong when trying to combat the greenhouse effect. Several hundred years later, the world is in the grip of a never-ending winter, and railways are the only means of transport. Unfortunately these are controlled by the Viking Union, a bunch of bad guys who want to keep the situation as it is. You play the part of the leader of a heroic group of people who dream of liberating mankind from the tyranny of winter.

As you'd expect, this game will run on the A1200 and A4000 only. We reviewed the non-AGA version in *AF* 45, and this is exactly the same game, except for the improved graphics. These have been taken straight from the PC version, because these use 256 colours. It's good to see software houses using this extra power, but it's a pity there are no other enhancements, such as improved sound, which would have been possible with the extra chip RAM on the A1200.

Overall, this is a reasonable game, but there's nothing overly inspiring about it.

Richard Baguley

Verdict 60%



If you've seen one mammoth you've seen 'em all... All screens on the A1200 version of *Transartica* are ported straight from the PC version.



British Rail was never like this... Some of the towns you come across in your travels specialise in building and repairing train carriages.



A fine body of men, great and true, can't win away, so what can you do? Well, for a start you can fiddle around with the team, finding out who is injured, bringing in reserves and if you wish you can change the style of play. Please, not long ball.

Championship Manager '93

When I was a young lad I always wondered what a football manager actually did. OK, so they sat in the dugout, wore sheepskin coats, chainsmoked and, it seemed, did little else. They couldn't play (unless they were player-managers of course) so why the big salaries, gold bracelets and fat cigars?

And then one day I realised that the majority of footballers needed to be told what to do. This came as quite a shock. Was Glenn Hoddle really told to 'play it through the channels' and did Don Revie need to explain the process of 'jockeying' to Billy Bremner?

In the past few weeks Brian Clough and Graeme Souness have commanded more column inches in the national newspapers than all the players put together. The managers are the stars. We'd all like to be one and we all know we could do a better job, right?

Enter the management sim, a game for football fans and, I would suggest, football fans only. Who else but a fan could possibly be interested in all the facts and figures, and if you don't know your 4-4-2's from your sweeper systems then what's the point?

Championship Manager '93 is an update of the original, with a load more features thrown in. A maximum of four players can compete and you get to choose your personality type, manage the English club of your choice and take them (hopefully) to the dizzy heights of the European Cup Final. Before all the glamour though, you have to knuckle down to the bread and butter of the league.

Lineker! Lineker!

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HARD DISK INSTALLABLE

You're given a few weeks before the season starts to prepare the team for battle and the opportunity to arrange friendlies both home and away. There's also the transfer market for team strengthening (with foreign players also available), an option which remains throughout the season.

Be sure to keep a careful eye on the club finances though, and beware, major signings don't always make an impact. You have to negotiate transfer fees and contracts, and look out for unsettled players in the squad.

Gooooaaaaaaal.......

The actual matches are three moving bar charts per team of defence, midfield and attack and there are in-match comments to keep you in suspense (well, on the edge of your bench). The comments fom the boardroom can be daunting though, and if they 'suggest' a big name signing could be useful, you feel under pressure to buy one. Overall the attention to detail is excellent and the number of features too numerous to mention here.

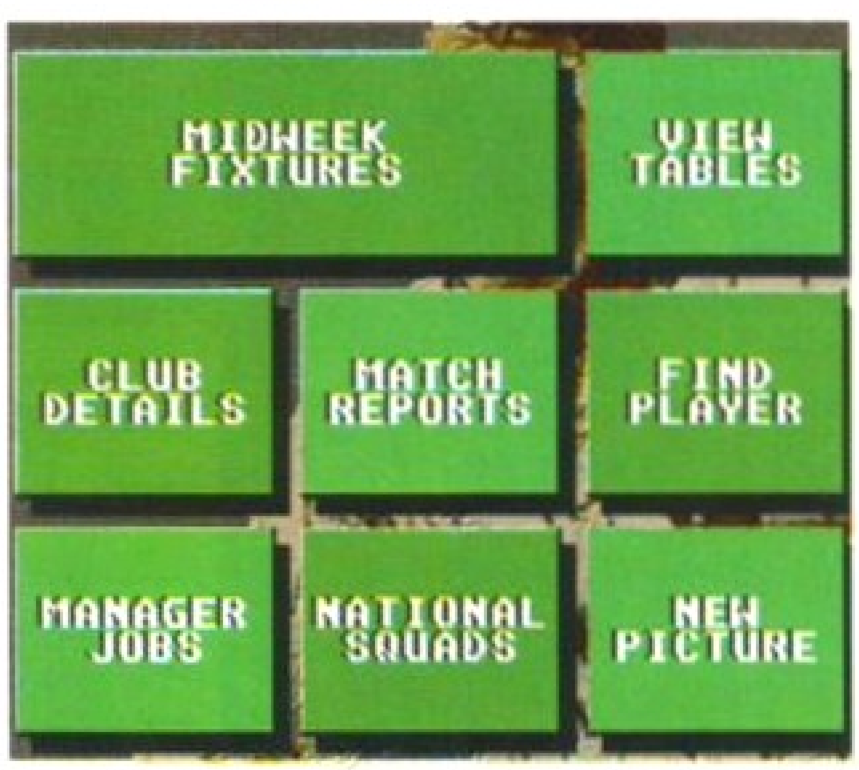
Unfortunately, there are one or two minor grouches. Why must you sit through the game sequences if you don't want to? Why do you have to watch the video printer and then a classified result check for all the divisions if you only want to see your own league? It would have been nice if these were optional.

And after a home defeat by Oldham, why can't you go to the pub, down a skinful and then sleep in a field. Overall though, a comprehensive management sim and a success.

Stephen Bradley



"Well Glenn, eight minutes gone. How do you think it's gone so far?" "It's been triffic Trev. Van Batsen's having a blinder for AC Milan".



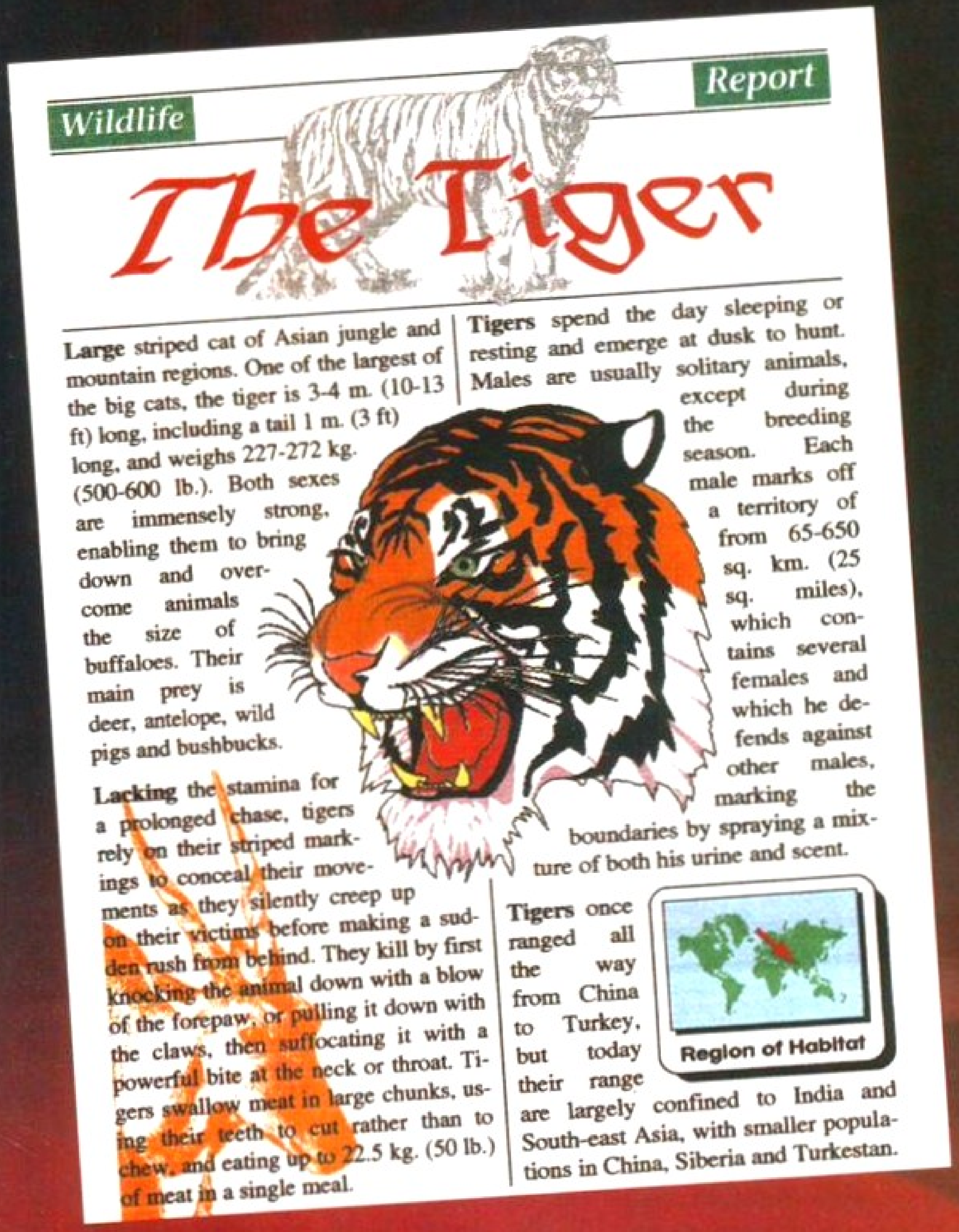
It's not all gold bracelets. Managers have to go to the match and er, wear gold bracelets.

Championship Manager £25.99

- Updated team and player data.
- Loads of realistic features.
- Impressive attention to detail.
- Some sequences should be optional.
- If it gets too tough, you can always resign.

Verdict 82%

The Best Word Publish (Amiga Forma



Wildlife Report

The Tiger

Large striped cat of Asian jungle and mountain regions. One of the largest of the big cats, the tiger is 3-4 m. (10-13 ft) long, including a tail 1 m. (3 ft) long, and weighs 227-272 kg. (500-600 lb.). Both sexes are immensely strong, enabling them to bring down and overcome animals the size of buffaloes. Their main prey is deer, antelope, wild pigs and bushbucks.

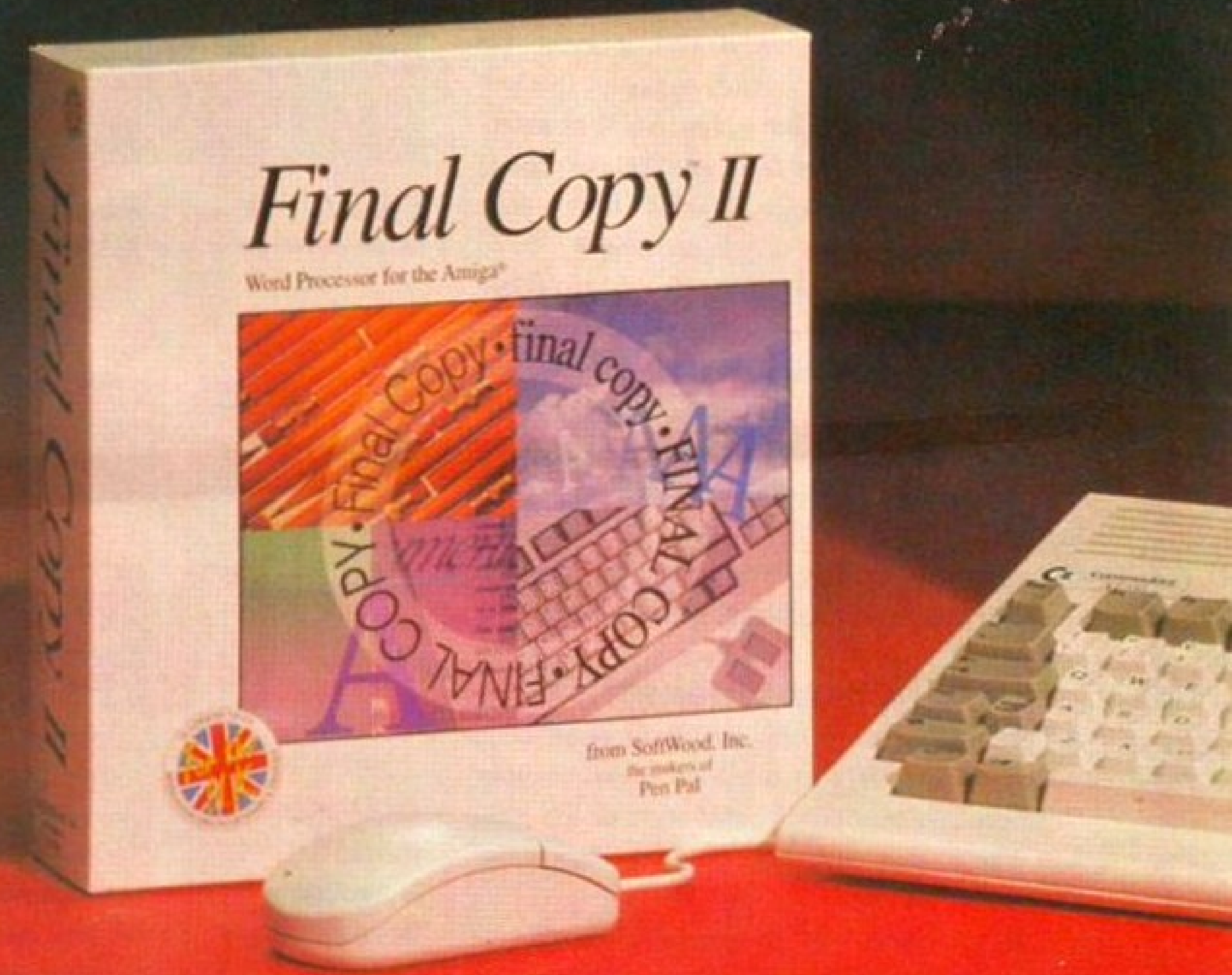
Lacking the stamina for a prolonged chase, tigers rely on their striped markings to conceal their movements as they silently creep up on their victims before making a sudden rush from behind. They kill by first knocking the animal down with a blow of the forepaw, or pulling it down with the claws, then suffocating it with a powerful bite at the neck or throat. Tigers swallow meat in large chunks, using their teeth to cut rather than to chew, and eating up to 22.5 kg. (50 lb.) of meat in a single meal.

Tigers spend the day sleeping or resting and emerge at dusk to hunt. Males are usually solitary animals, except during the breeding season. Each male marks off a territory of from 65-650 sq. km. (25 sq. miles), which contains several females and which he defends against other males, marking the boundaries by spraying a mixture of both his urine and scent.

Tigers once ranged all the way from China to Turkey, but today their range are largely confined to India and South-east Asia, with smaller populations in China, Siberia and Turkestan.

Region of Habitat

We'd simply call it the best Amiga Word Processor. But if after using it, the experts insist on calling Final Copy II the best Word Publisher as well, we're not complaining!

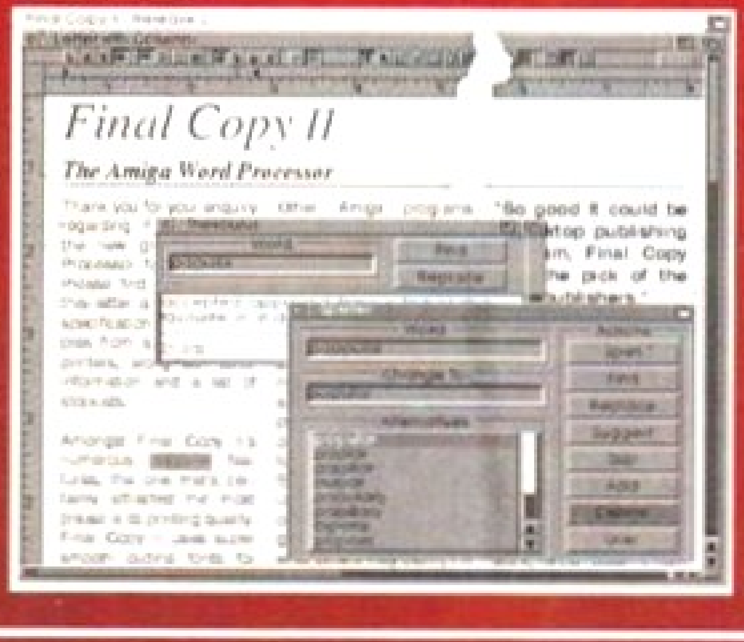


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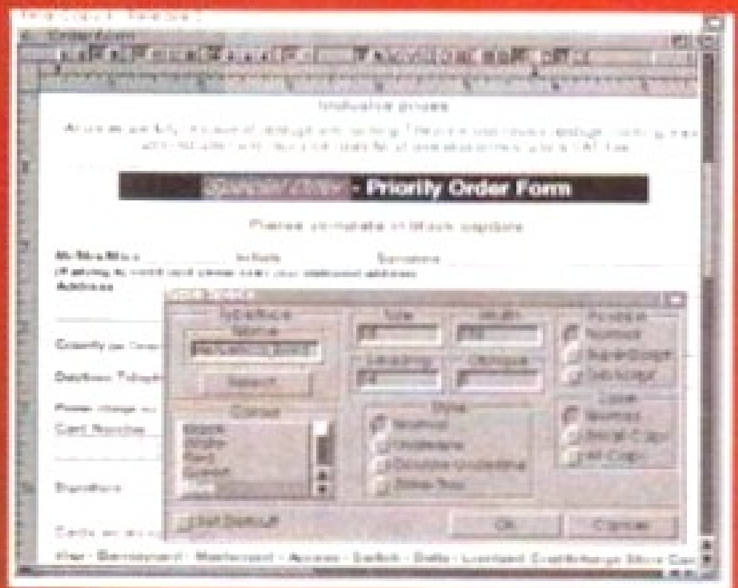
Final

Word Publishers go beyond simply producing normal letters and documents (at which Final Copy II naturally excels) and progress into a world where *how the whole document looks* is just as important as *what it says*. Admittedly, this can be achieved with Desk Top Publishers, but they can't easily be used as Word Processors, especially when a good looking letter needs creating quickly - they're far too cumbersome. This is where Final Copy II offers the perfect balance between the two requirements. Ease and speed of use, combined with complete control and perfect final printed presentation.



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	PostScript Font Outlines on all Printers	NO	YES
	Maximum Number of PostScript Fonts	Limited to a total of 35	Infinite
	Download Extra Fonts to PostScript Printer	NO, Can't download extra fonts	YES, Automatic
	Landscape (Sideways) Printing on all Printers	NO	YES, Automatic
	Reclaim Printing Resolution (Quality) of Scaled (Reduced and Enlarged) Graphic Images	NO	YES, Same High Quality when Reduced and Enlarged
	Print any Text or Graphic in Colour	YES	YES
	No. of Colours Printed in Imported Pictures	Limited by Screen Mode Used	Output as Original Image
	Graphics Printing (HAM & IFF ILBM)	Good if Graphics not Scaled	Always Best Possible
	Text Width (Compress and Expand)	NO	YES
	Variable Text Obliquing (Slanted Text) Both Positive and Negative Attributes	NO	YES
Graphics	Box, Rounded Box, Circle, Oval, Line, Variable Border & Arrow Drawing Tools	NO	YES
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	Supports A1200/4000 AGA Chipset	YES, 256 On-Screen Colours	YES, 256 On-Screen Colours
	Create Border around Graphics and Pictures	NO	YES
Editing and Formatting	British-English Spelling Checker	YES, Collins Proximity with Legal & Medical Supplements	YES, Collins Proximity with Legal & Medical Supplements
	British-English Thesaurus	YES, Collins 826000 Synonyms	YES, Collins 826000 Synonyms
	Page View Magnifications and Reductions	One Fixed Print Preview	7 Variable stages - 25% to 400%
	Edit Document while Magnified or Reduced	NO	YES
	Search & Replace (150 words in 9000, 7 Pages)	61 Seconds (On Amiga A1200)	7 Seconds (On Amiga A1200)
	Index and Table of Contents	YES, Automatic	NO, Requires Manual Entry
	Multiple Newspaper Style Snaking Columns	YES, 2 to 32	YES, 2 to 6
	Style Sheets, Master Pages, Title Pages	NO	YES
	Uses Standard Amiga Clipboard for Cutting & Pasting to and from Different Applications	NO	YES
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General Features	Conforms to Commodore's Amiga Standard 'Look & Feel' Guidelines	NO, Non Standard User Interface	YES
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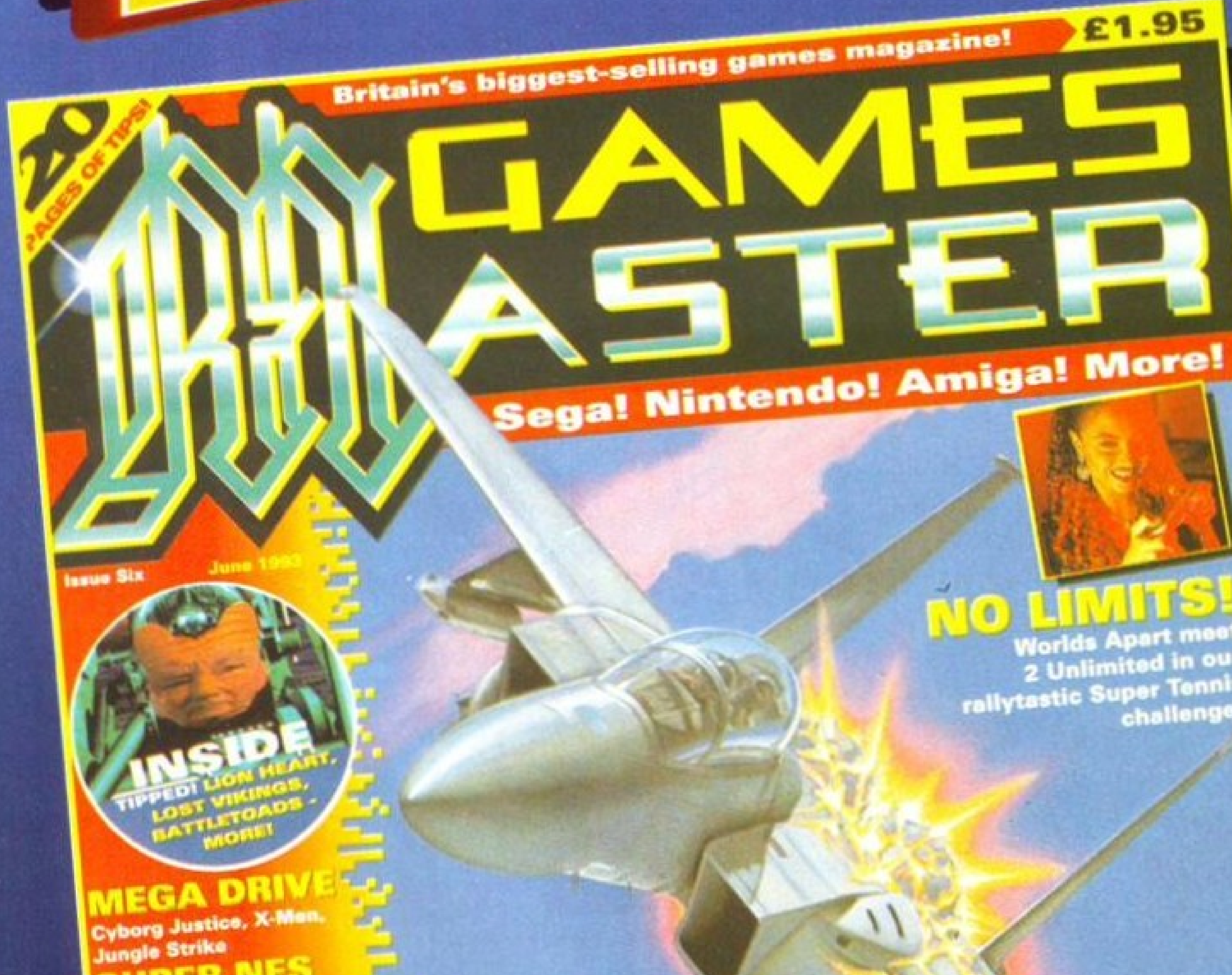
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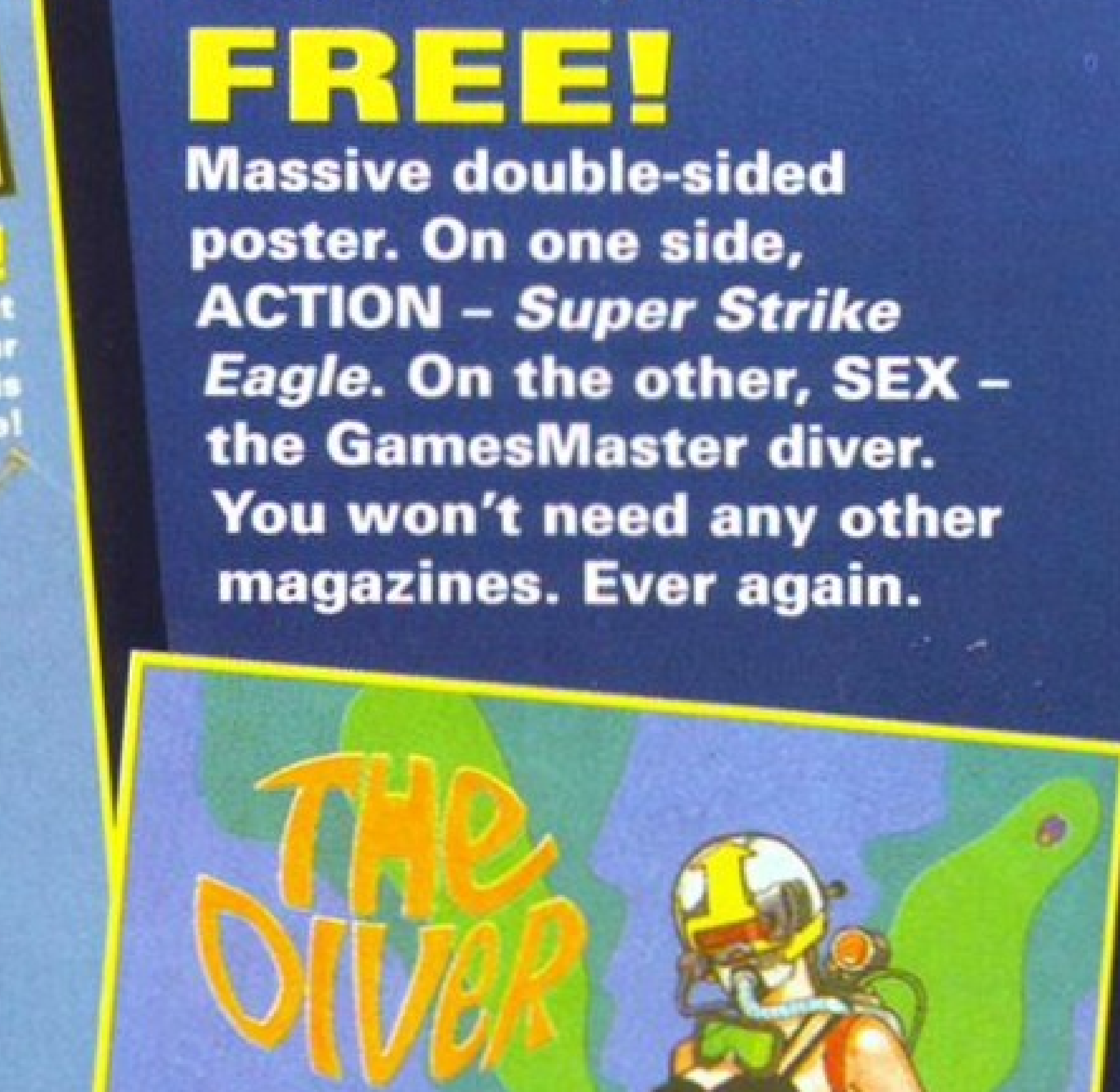
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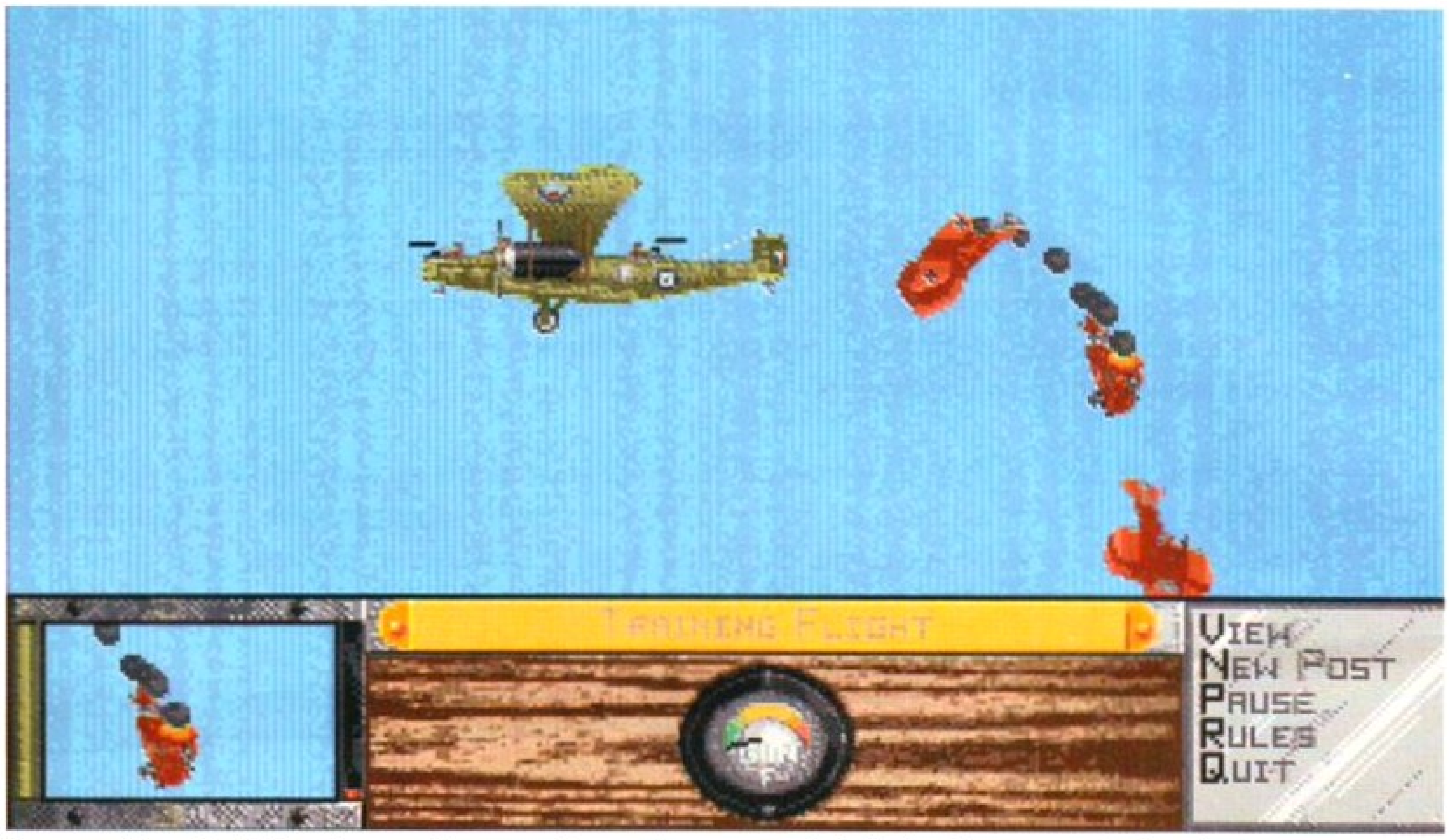
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The Ancient Art of War in the Skies

So what's artistic about war in the skies? Reach out and get creative with the latest release from MicroProse.



If you want to get a different perspective on matters, and vary your role in the battle, you can step in and act as a gunner defending your bomber from the attacking fighters. Perhaps they'll do the same for you one day.

Over 2,500 years ago, a Chinese soldier by the name of Sun Tzu wrote a book called *The Art of War*, which is still regarded as one of the best text books on strategy and tactics ever written.

American software house Evryware (sic) decided to write a wargame based on the ideas in this book. Not only that, but they decided to try and make it fun as well. The result is a strategic air conflict, with you in control of an air force-full of First World War bombers and fighters. As a result of your actions, the trenches on the ground move forwards or backwards, and the battle is lost or won.

Get back!

The game includes a wide variety of missions, ranging from relatively simple training campaigns to extremely complex First World War battles. The designers have also thrown in a few spurious campaigns from other periods of history (such as the battle of Agincourt). It's hard to picture World War One bombers circling around Henry IV, but it adds charm.

The overall aim of the game is to use your air force to make the enemy ground troops retreat by attacking and destroying their lines of supply and back-up resources. If you're successful, the ground troops will retreat until you can overrun their capital, at which point you've won. However, either side can surrender before this happens.

Any game like this is improved by having a good manual which explains the background and control system. *Ancient Art*'s manual not only explains how to use the game, but gives the historical background to the First World War and the development of air warfare. You are also given an idea of the sort of tactics the ground and air commanders are likely to use, and these are well worth paying attention to. For instance, Lord Kitchener will defend his supply depots with most of his resources, while Captain Albert Ball will attack at every opportunity. You don't have to play according to the history books, so you could have Lord Kitchener and The Red Baron as your opponents if you so desired.

The main playing area is an overhead view of the map with symbols representing your airfields, villages, capital and other buildings. This map covers over six screens, and you scroll around by moving the mouse to the edge of the screen. Putting the mouse pointer over any object gives you information on it. Position it over one of your plane groups gives you information on the number of planes and their course and mission, while moving it over a city tells you how heavily damaged it is.

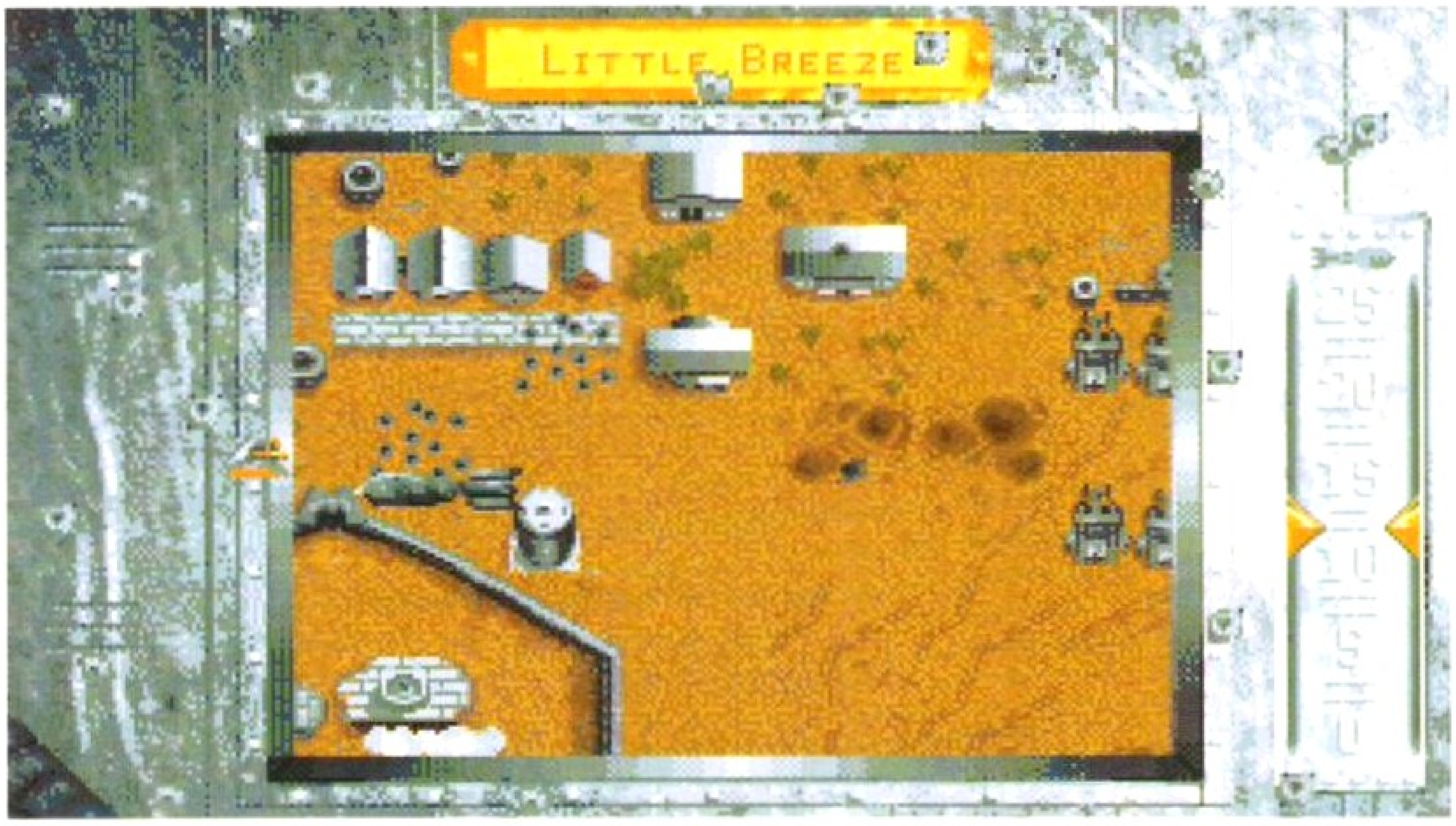
In order to get anywhere in the game, you need to decide where to attack, so the first thing to do is have a good look around the map to work out the positions of the trenches and targets. Once you've decided where to send your planes, click on one of your airfields. This gives you a list of the planes waiting on the runway. Select however many you wish to send, and click on 'done'.

Various flight settings such as the height and speed of the group can also be set. You

CONTROLLING THE BATTLE

What to do when your flying machine goes updididly-updididly-up-up…





This is the bombing screen when you're in control of your bomber. The trick is to work out a course avoiding the anti-aircraft fire but passing over most of the targets. Not easy, but the First World War was hardly a walk in the park, was it?

then click on the destination for the group, whether it's a town or an airfield to be bombed, or a group of enemy planes to be intercepted and attacked with your fighters. The computer warns you if there are any problems such as running out of fuel, and will handle all of the conflicts, unless you decide to step in.

Icon handle it

When two groups of planes meet or a bomber reaches its target, the icon changes and clicking on this gives you the option of stepping in to take manual control. It's not vital to do this, because the computer will determine the outcome of each of the conflicts if you don't want to fight them yourselves. You get a side view of your plane, and control it with either the cursor keys, numeric keypad or joystick. Two views are available, either giving you a close-up of the planes, or an overall view showing the relative positions of all of the planes. Any planes not controlled by you will be piloted by the computer. This view looks rather simplistic, but it's still possible to carry out all of the Immelman turns, hammerhead stalls and split 'S's that you'd expect to be able to do in a First World War plane. A special section in the manual gives instructions on how to carry out these manoeuvres.





ANCIENT ART OF WAR IN THE SKIES is available from **MicroProse** **0666 504326**

The ability of the enemy pilots varies from the incompetent to the highly skillful, so taking over yourself doesn't guarantee victory. This section is more of an arcade game than a flight simulator, but it's great fun. If you're defending a bomber against enemy fighters the system is similar, although you can't control the flight of the bomber, just the angle and firing of the guns. You can also skip between the front and the back gunners.

Bombs away

Bombing first involves checking a map of the target, then deciding which approach will avoid the anti-aircraft fire but pass over most of the targets. Once you select your approach, you are presented with a scrolling view of the ground below your plane, with the various targets (supply depots, pill boxes, mortar pits and various others) often obscured by clouds. Pressing the spacebar drops a bomb, and the cursor keys steer the plane. Depending on the difficulty level, the bombs also have a nasty habit of veering off due to the wind, so you may need to adjust your flight path to allow for this. Bombing is a tricky affair, because it's all too easy to stray off the path and be blown out of the sky by anti-aircraft fire. If you want to bomb successfully, it's really best to leave it to the computer.



You choose your opponent here. Each has a different approach to the campaign, plus their own strengths and weaknesses.

Disk-tractions

Running this game from floppy disks is a complete pain, since there's far too much disk swapping. It's not that there are too many disks – there are only four. The irritating thing is the way that you have to insert each disk several times, with only a small amount of access each time. As well as being irritating, it's unnecessary. It's a question of bad design, although the game does take advantage of any external floppy drives. Running it from a hard disk gets around all these problems, and speeds the game up immensely.

This game is extremely well designed, and easy to get into. The writers have managed the difficult task of producing a game which relies on strategy but doesn't get bogged down in the technical details of commanding a conflict. The opposition provides a good range of skill levels, and the varied missions ensure lasting interest. Unfortunately, it's very slow to play on a floppy based machine, but with the addition of a hard disk, it can be intriguing – and above all, great fun.

Richard Baguley



You can get an overhead view in *Ancient Art*, enabling you to plan attacks from a vantage point. Strange though it may seem, it's often better to leave the bombing to the computer if you want to stay alive. Your responsibility is for strategy.

Ancient Art of War
£34.99

- Excellent graphics and good sound effects.
- The computer opponents have a wide range of abilities.
- Far too many disk swaps when running from floppy.
- Bombing and dogfighting sequences provide light relief from the heavy strategy.
- A good strategy game which doesn't get bogged down in technical details.

Amiga Format Verdict **87%**

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Want to re-enact World War II on the Amiga? Then take to the skies with Virgin's convincing new flight simulator.



This is the screen where you choose which of the three roles you want to play in the game: Practice, Pilot or Controller. In the controller's role, you have to determine how many planes should attack the bombers, and fly as one of the pilots.

Reach for the Skies

IT'S MID-1940. The RAF have foiled Hitler's attempts to invade England, and the German leader looks to Russia as his next target. England's shores must still be defended – and that's where you can come in and write yourself on to the pages of history.

Reach for the Skies offers you the choice to play as an RAF pilot, one of the 'thin blue line' protecting England from the ravages of the Luftwaffe bombers, or as a pilot in the German Luftwaffe, whose aim is to crush the RAF and pave the way for invasion.

Don't know much about...

The game gives a great degree of historical background. A separate manual provides details on the history of the conflict, and the two air forces involved. The instruction and flight manual give you the background on flying the planes, and although this is heavily biased towards the PC version of the game, a separate technical supplement guides you through the Amiga version. The manuals are well written, and contain plenty of screen shots making it easy for you to find your way through the game.

Starting the game presents you with a choice of three roles. You can either practice flying (where the enemy planes can't damage you), play as a pilot (where you are assigned a specific mission), or as a controller, where you are given the various incoming threats, and have to decide what response to take. If you take the third option, you are put in the position of one of the pilots once you have decided what your responses are to be.

The cockpit graphics are simple but well-drawn and informative. There are none of the complex shading and lighting routines of other flight simulators, but this results in extremely good gameplay. Even on a 1Mb A500, the graphics are smooth and the plane responsive.

Pardon?

The sound is a little disappointing. The engine noise is rather weak, and doesn't change much in response to the throttle. Even touches like digitised speech samples ('Spitfire attacking') don't liven it up much. Plus, when you're flying in a Junkers JU87 (the dive bomber which appears in every World War II film you'll ever see), the diving noise comes in whenever you point the nose downwards. It doesn't fade in, it just switches in immediately. There is music at the start and in the in-between mission sections, but this is not overly inspiring.

REACH FOR THE SKIES
is available from Virgin Games 081 960 2255

Choosing the controller role adds another element to the game. As well as flying missions, you have to determine how many planes are sent to combat each of the groups of bombers, and which types of planes are sent. It works on a day by day basis, so if any planes are damaged, they may out of service for a few days. New planes are constantly being built, but these aren't available straight away.



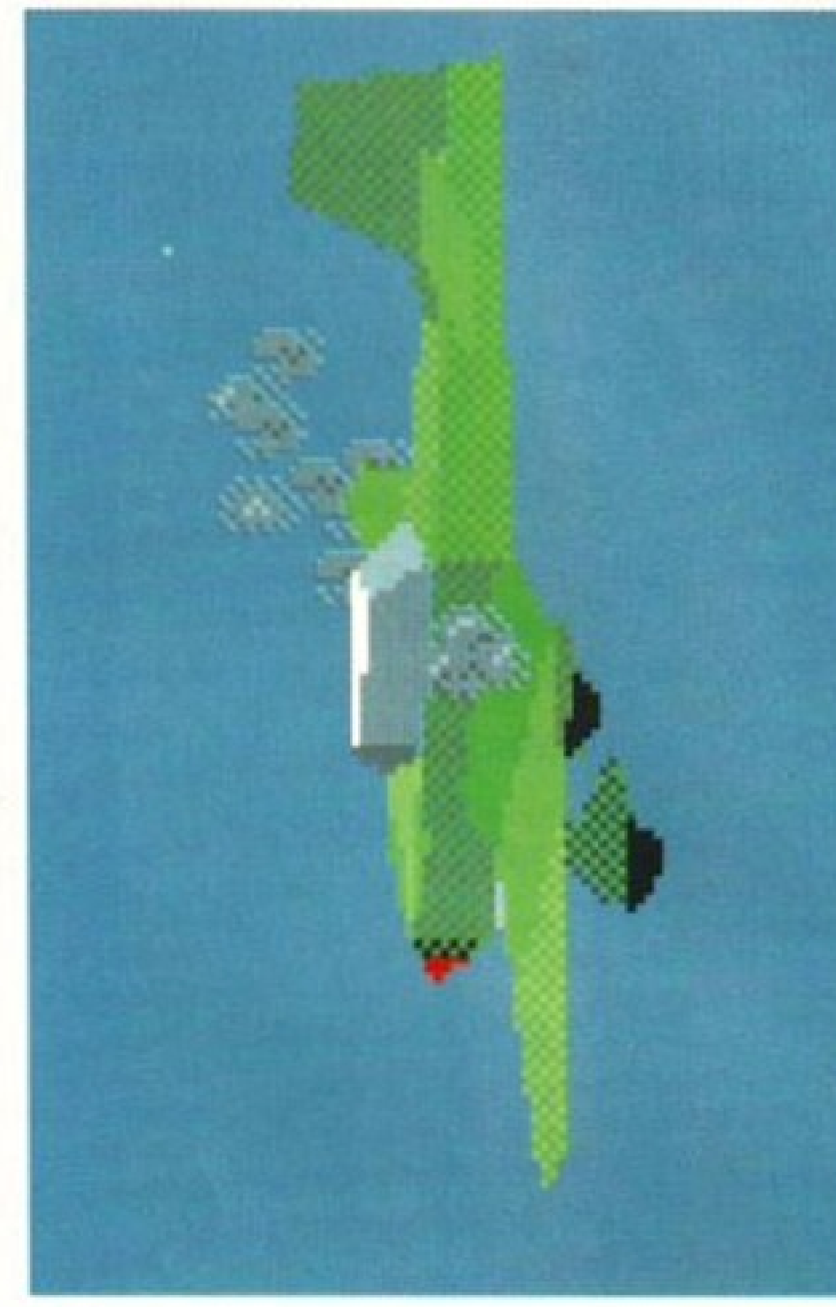
Switching into 'Most Detail' mode certainly makes the aircraft look more realistic, but it slows down the refresh rate. It's still playable on a Vanilla A500 monitor, though.



The messages at the top of the screen keep you informed of any new developments. Here I discover that one of my planes has been shot down.



This Hurricane is just about to pump a large amount of hot lead into the Junkers JU87 Stuka dive bomber in the distance. That is assuming he doesn't screech off into the sunset, as it has a nasty habit of doing. Note the clarity of the cockpit graphics.



This Stuka has been damaged, and is heading towards a close encounter with the ground.



The intro screen for the Blitz section of the game sets the scene: the Germans are planning an all-out attack on major civilian centres.

In the German controller role, you are given a list of possible targets, and you decide how many and which type of planes to send against each. You can also set factors like the height of the planes, and any manoeuvres on the way designed to confuse the enemy.

The plane is very responsive, and can be controlled either from the keyboard or joystick (analogue or digital). For the long periods on the way to or from a dogfight, there's an autopilot which will guide the plane in the right direction. It's also possible to switch between the various planes in flight, and the ones you're not flying will automatically engage the autopilot, which can control the plane during a dogfight. A map keeps track of the positions of the various planes during flight, and this is constantly updated.



NEEDS 1 MEG



HARD DISK INSTALLABLE

View from the bridge

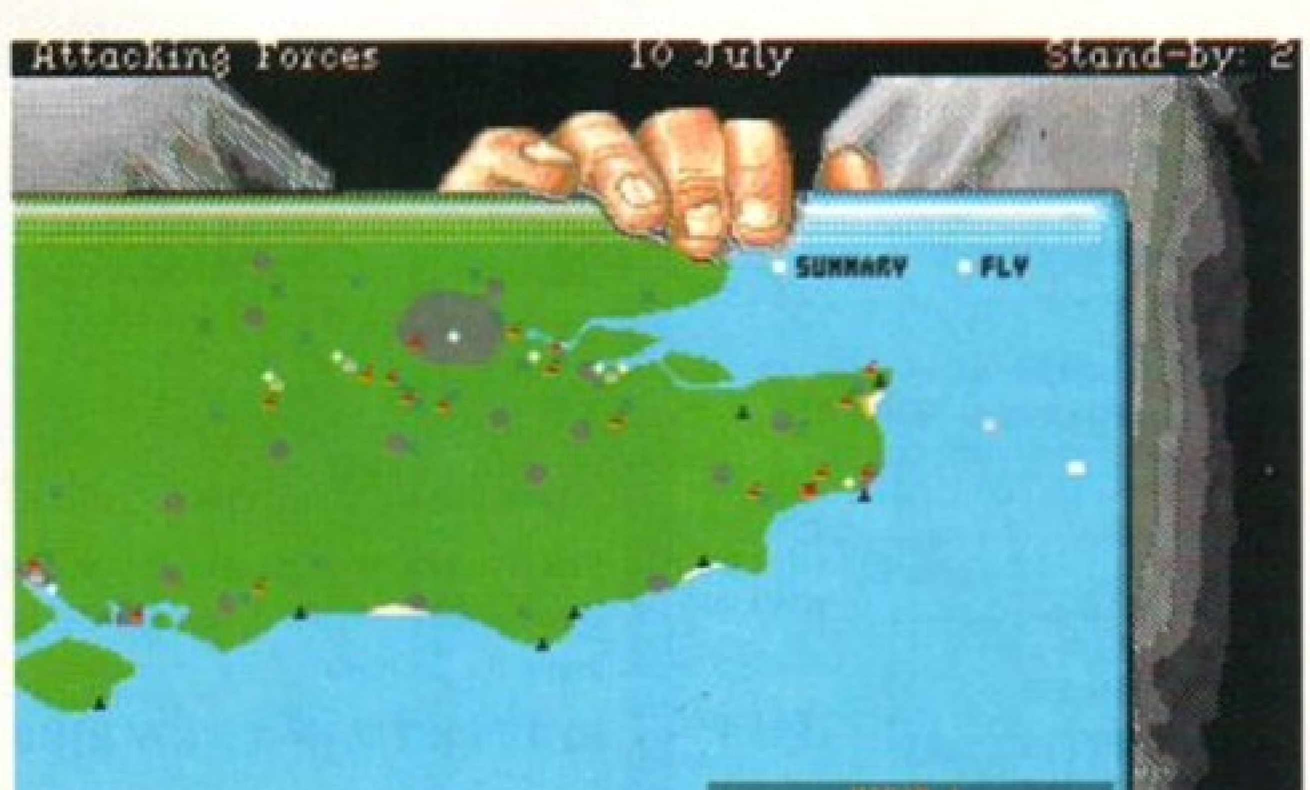
All the usual cockpit and external views are present, including a 'combat view', which comes in handy during dogfights. This external view keeps both your plane and the bandit you're attacking in view. It's a little disorientating at first, but you soon grow accustomed to the procedure.

The planes have been accurately modelled in terms of behaviour, meaning that the Spitfire and Hurricanes are extremely manoeuvrable, while the German Heinkel BF110 and Junkers JU87 are hopelessly outclassed, leading to frequent losses of the latter. Given that the planes available are allocated by the powers that be, you have to make the best of what you've got. The JU87 is the only German plane where you actually control the bombing, as it involves dive bombing. This is done automatically with other aircraft, and the main thrust of the game is using your fighters to defend these bombers from the British attacks while getting them close to their targets.

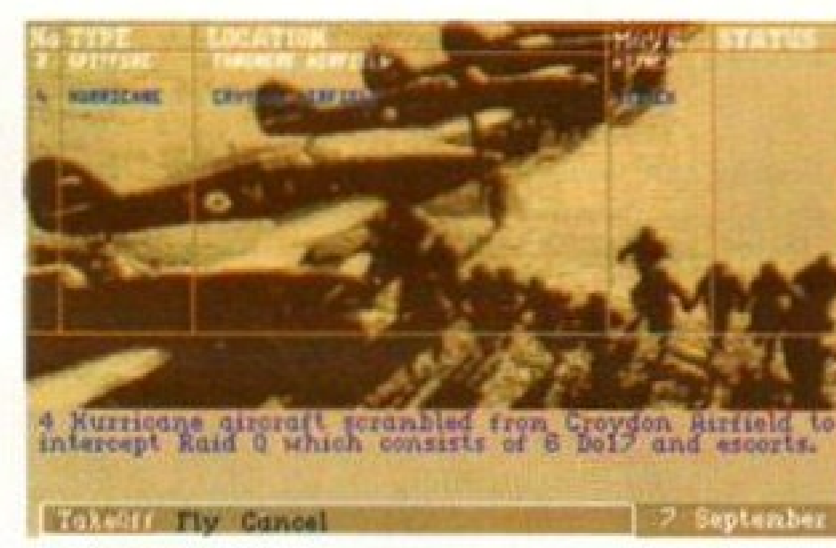
The Battle of Britain is divided into four stages; you can jump into any of these on either side, or run through them all in sequential order, if you live that long. If your pilot is shot down and doesn't survive, you can either continue from the next day with a new pilot, or go back to the beginning of the conflict.

Mission control

You can control various options such as the armament and difficulty level during play from menus stored under the [F10] key. You can also alter the level of graphic detail used while playing, although it's very smooth, even on a 1Mb A500 at maximum detail. It's also possible to record your combats on video tape (during the Second World War?), which you can save to disk to watch later. This records all of the information on the positions of the planes, meaning that you can watch the battle from the enemy's viewpoint.



The Germans' in-flight map shows all of the local sights on the South-East coast of England – including the ones you are planning to bomb.



The intro screens make good use of digitised photos. Here, you choose your plane.

Reach for the Skies is much more playable on a low-end Amiga than close contemporaries such as *Their Finest Hour*. It also concentrates more on the strategic side, and offers more control over the view that you take of your plane. *Reach for the Skies* seems to have the edge in speed and lasting playability.

This is an excellent flight simulator, and the option of playing the controller adds an extra lasting appeal to the game. Instead of throwing all of your planes at the threat, you're forced to consider the long term implications, as the enemy will keep coming back.

Richard Baguley

Reach For The Sky
£30.99

- Sound is weak, even with voice samples. The engine noise just isn't convincing.
- Runs smoothly, even on a Vanilla A500 monitor with only 1Mb of memory.
- The 3D plane models are rather simple, but they behave like real planes.
- Enemy pilots are good opponents.
- Don't mention the war!

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"What a drag it is getting old" sang Mick Jagger, and he should know. Read **Stephen Bradley's** guide to the secret of eternal youth and the best sunny-priced software…

Cheap 'n' Cheerful

Final Fight

Kixx ■ £9.99 ■ Reviewed *AF*28 60%



I lie awake at night and wonder what I'd do should a similar situation arise. Guess I'd waggle my joystick.

Meet Guy. Guy's a Leo who simply loves Ninjitsu and orange pyjamas. Meet Arian Cody, he likes to play with knives. Cody's not a happy chappie though, because his girlfriend Jessica has been kidnapped by the Mad Gear gang (allegedly).

And meet Haggar. Not content with being a Virgo, Haggar is also Jessica's father and mayor of Metro City. A former street fighter and wrestler, Haggar is not to be messed with on underground trains. Oh, and watch your car when he's around. He likes to trash Sierras.

Together, they're out for a serious barney with the Mad Gear gang with six levels of violent mayhem to boot. There's fun to be had in back-alleys, warehouses and on underground trains using pipes, knives and even fists and feet. Guy has a kick similar to Purdey of *The New Avengers* fame.

Standard beat-em-up fayre really – large sprites which skate around and lots of joystick waggling. More a slap on the thigh than a knife in the kidneys.

Verdict 57%

International Soccer Challenge

Kixx ■ £9.99 ■ Reviewed *AF*18 55%



What we can expect when the World Cup finals are played in America? A background dominated by skyscrapers and matches played on a scoreboard?

If Harrogate Railway FC were to have their own licensed football game then this would be ideal. The game seems to be played on a giant scoreboard at a rather pedestrian pace. You can play in the World Cup or Superleague or just practice your passing or goalkeeping.

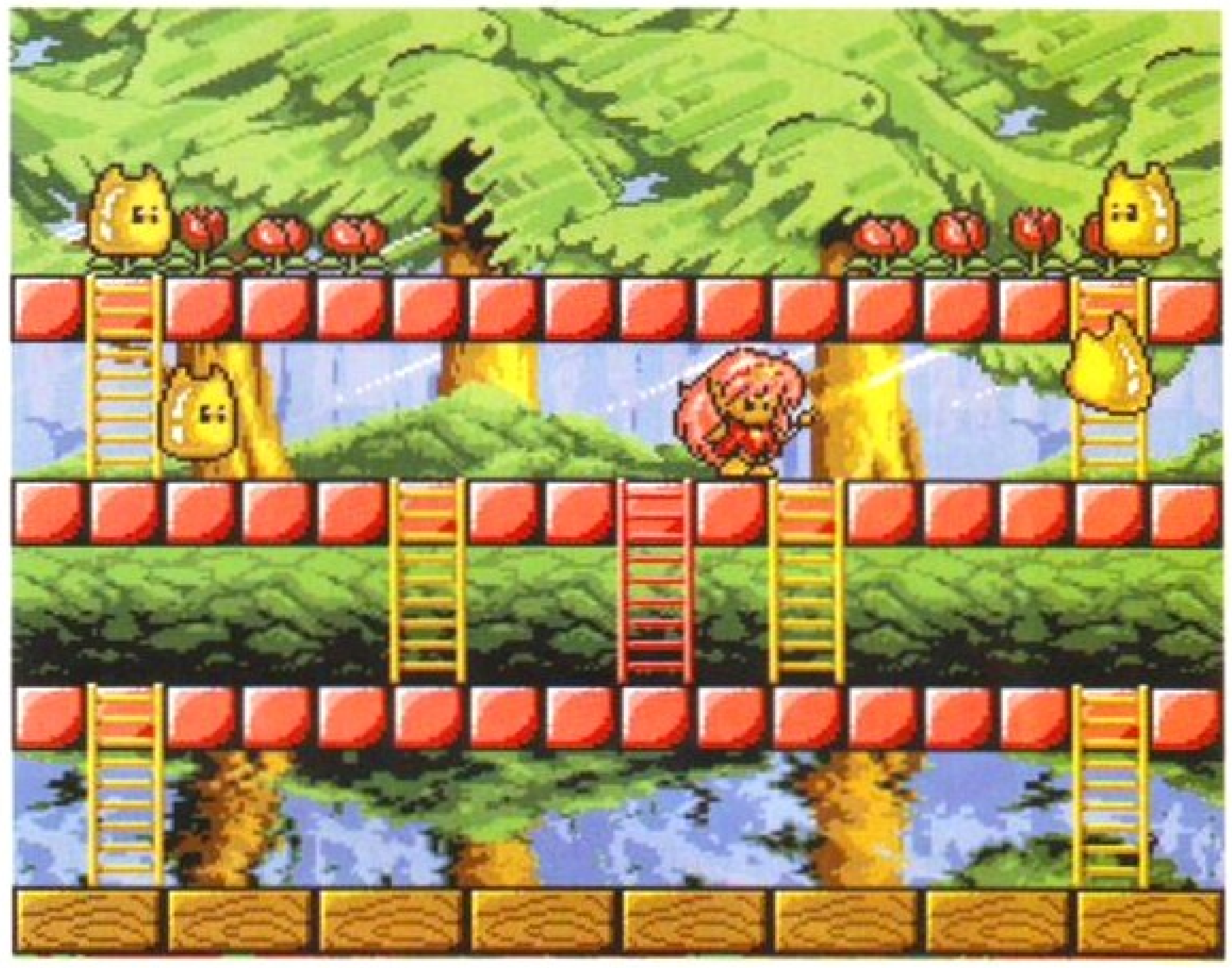
The pitch level view doesn't work very well (it doesn't work at all) and there's a nasty, distracting scanner at the side of the 'scoreboard'. More often than not, you're left searching for the player you control.

The graphics are poor and the sound desperate. Definite relegation fodder.

Verdict 24%

Rodland

Kixx ■ £9.99 ■ Reviewed *AF*27 88%



Lucky you had you're lucky ladder because those potatoes may look cute but they have to be crisped. These spuds-you-don't-like have a rather nasty habit of multiplying.

Whoah! You really have to kill all those cuddly things? Even the little bunnies? Well yes, you do. Tam and Rit's Mom has been kidnapped by a nasty eagle (allegedly) and taken to a tower. No more parties and sticky cakes – it's time for action. 40 levels of it to be precise.

Our hero fairies, Tam and Rit have to dash around the screen killing various monsters and collecting flowers for points. Bunnies, Bushies, Nessies, Spuds, Starfish – you name 'em, they've all got to be finished off.

This is as cute a platformer as they come. The graphics are incredibly cheerful and the monsters have a wonderful way of wobbling around the screen. If you're a platform genius, you might find the levels a bit too short but with 40 to go at, it'll take some time.

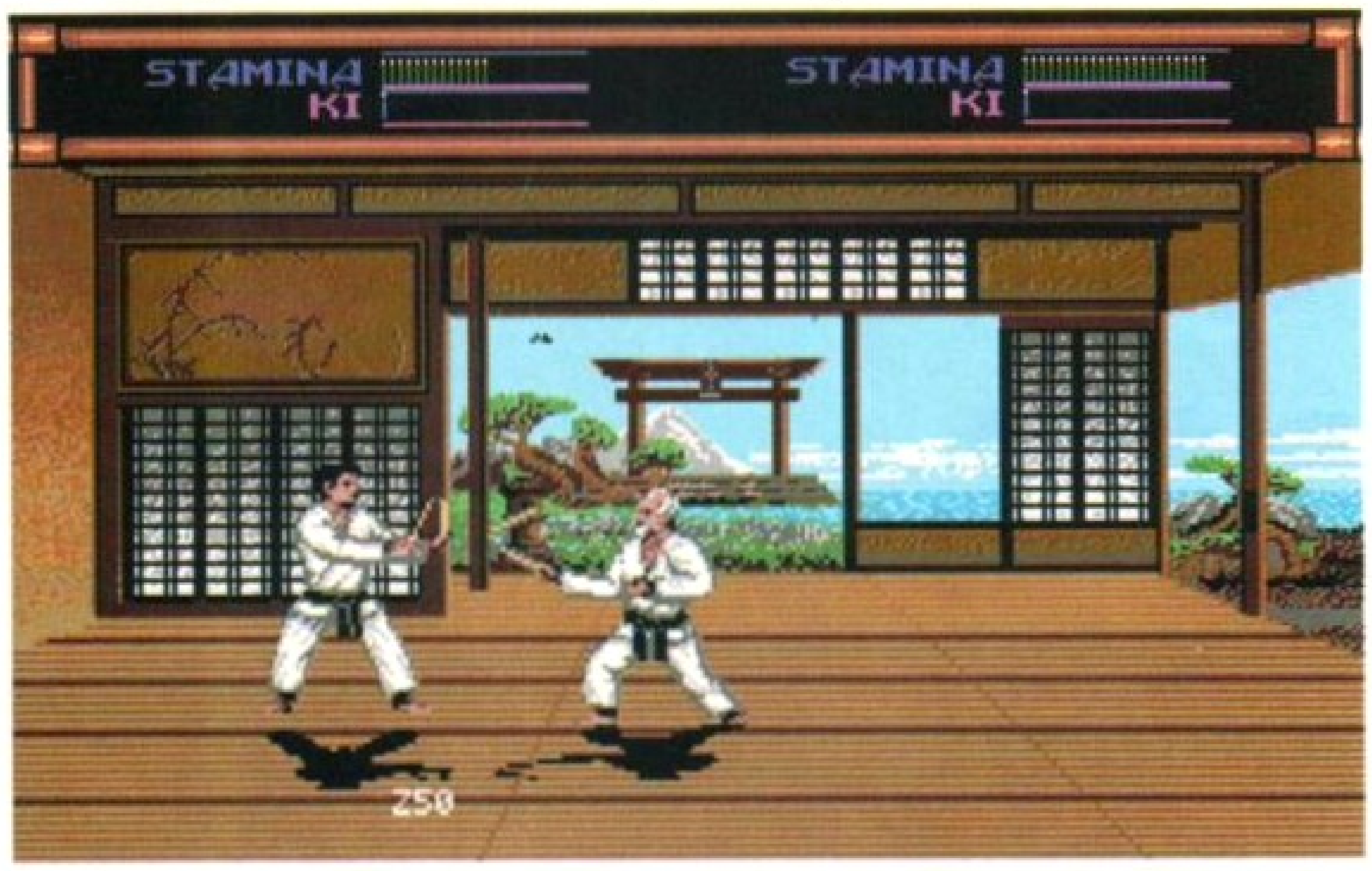
Verdict 85%



Beware of the sharks that smile. Well you think they are smiling but they're actually quite sad because they shed tears – deadly tears which are nasty and can kill you. Boo.

Budokan – The Martial Spirit

The Hit Squad ■ £12.99 ■ Not previously reviewed



Purchase a large broom handle and two small chains from your local ironmonger. Chop into four parts, then attach the chains and ask a friend to enter into mortal combat.

Ah, so this is a martial arts game then. The only sports where you get the chance to wear pyjamas or dress like a bare-footed Darth Vader. The manual talks of 'spiritual advancement', so how come the people that did them at school were all nutters.

So what is Budokan? Well, interestingly enough it was a building constructed for the Tokyo Olympics in 1964 to showcase traditional Japanese martial arts.

Budokan offers you the chance to learn and develop skills in four disciplines; Karate, Kendo (using a sword), Nunchaku (two sticks joined by a chain) and Bo (a six foot oak staff). You can practice moves on your own or spar with an instructor, who will give you every chance to improve and give you advice on how to.

The game does have a patient, relaxed feel to it and you will need to develop your skills before you can go to the Budokan and attempt to beat-up people at the World Championships. There's a Stamina Bar which indicates your strength and endurance and a Ki Bar which shows your 'lifeforce'. Once your stamina or ki have gone, you've lost the bout.

This is certainly not what you would call a traditional beat-em-up. There's plenty to get involved in, and you can mix the disciplines – for example Karate vs Kendo.

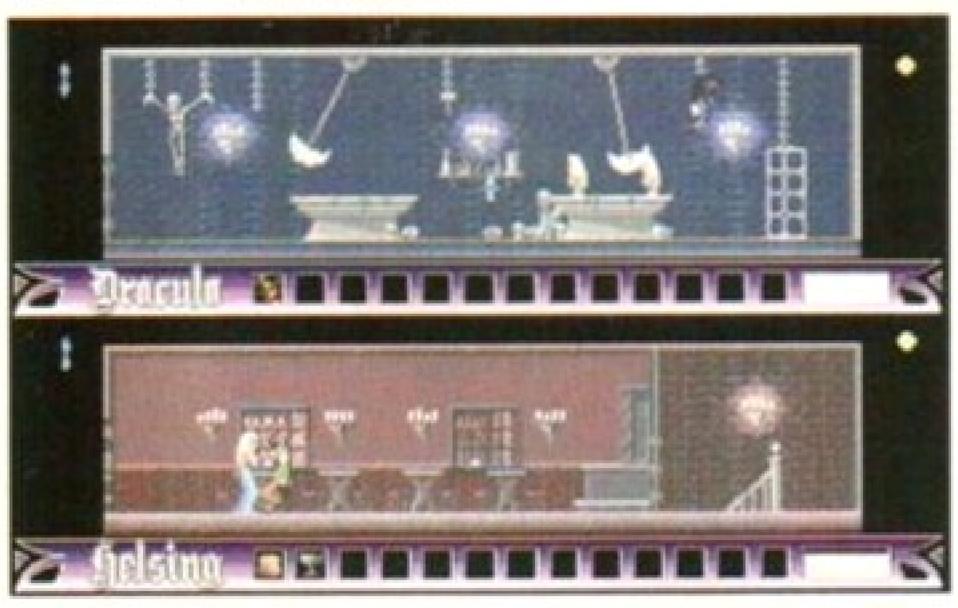
The graphics are good and the gameplay will keep you going for quite a while and I haven't even used the word 'grasshopper'. Damn.

Verdict **80%**

The Brides of Dracula

Zeppelin ■ £7.99

Reviewed *AF*34 73%



By far the most acrobatic Dracula ever, this be-fanged wonder can somersault two blondes with ease.

Dracula is on the pull. Not for just one young lady. Oh no. He's after 13 of them and as luck would have it, there are more scantily-clad chicks wandering around the local village than there are in Benidorm in August.

However, not surprisingly the villagers are not too keen on the boy Dracula bagging all their tottie so they've hired vampire hunter Van Helsing to try and thwart him.

Van Helsing has to try and find 13 objects that freak Dracula out (including keys and a slice of toast) before he can finish him off while Drac attempts to collect the babes. The screen is split so two players can take on the various roles and there are five sections to move around.

There's not a great deal to shout up and down about here and the toing and froing between the different sections becomes a pain after a while. Average graphics and sound effects – the idea is better than the reality.

Verdict **54%**

F-19 Stealth Fighter

Kixx XL ■ £16.99

Reviewed *AF*16 91%

Let's get one thing straight from the start. You're certainly not going to clamber into the cockpit and get this crate in the air straightaway. No sir. First you must digest a manual the size of a small mammal.

The F-19 is a very stealthy aeroplane. You are a new pilot gunning for both glory and promotion through the ranks. There are two planes on offer and masses of missions to plough through with four real world regions to stealthily fly around.

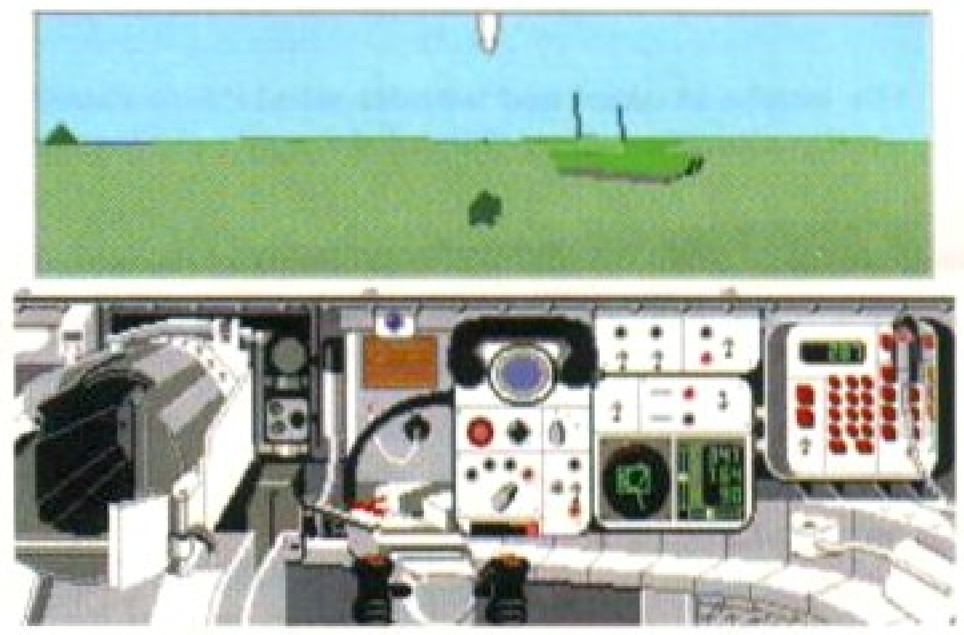
It's important to make best use of of the F-19's 'invisibility' because it's not an easy-to-manoeuvre dogfighter. Fortunately, in many instances it's virtually impossible for the enemy to pick you up on radar. The way-point direction system works well and it's quite easy to find a target to destroy.

You need to develop strategic tactics and skills to make it to the top and the manual is handy to refer to for hints and tips. *F-19 Stealth Fighter* is a definitive sim, though some may find the graphics a little dated.

Verdict **86%**

M1 Tank Platoon

Kixx XL ■ £14.99 ■ Reviewed AF16 71%



"Has he seen me or not? What if I fire and miss him?" (An extract from the diary of Private Blenkinsop).

The length of the manual to this game far exceeds the page count of a Thomas Hardy novel. It's a housebrick. I looked towards the back thinking that it must have been in about 12 different languages but no, it was all in English.

You control four M1 Abrams Tanks with four soldiers each. You have to command them through a series of battles, training them at the same time. If you prefer, you can train before going for all out war.

Graphically it's nothing special and it's certainly not packed to the gills with action. But then it's a simulator and as such, has a long term appeal when you understand the mechanics of the thing. There's lots of tactical thinking and if you're a sim fan there's plenty to get your teeth into, but don't expect to boot it up and trundle off into the sunset.

Verdict **75%**



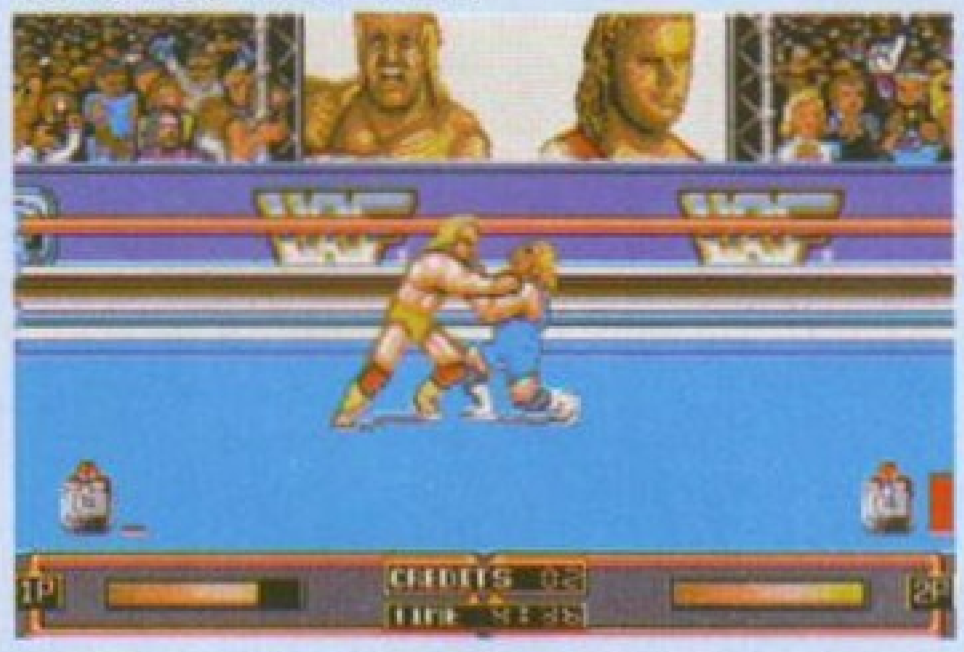
Rick felt perfectly lucid. He knew exactly what the situation was. A large stone ball was bearing down upon him. But he just hadn't got the foggiest idea what to do.



I wish I could fly, way up to the stars, but I can't. Yes you can. No I can't. Well you can at least pretend to if you happen to have a tippity-toptastic flight simulator.

WWF Wrestlemania

The Hit Squad ■ £9.99
Reviewed *AF*32 72%



By the time that Robin and Theo realised that their kneepads were stuck together, it was all too late.

Physical combat. One against one. It's been around since we wore furry thongs. And now it's your chance to join in the fun.

Course, we've all had a ruck in the playground before, but it was never like this. Long hair, lycra, false tans and foundation powder – it's all here.

You get to compete as one of the following; Hulk Hogan, Ultimate Warrior or British Bulldog. If you're one of the poor saps that watches wrestling on satellite TV, then you'll be familiar with these 'characters'. The graphics are average, as is the gameplay, which involves kicks, thumps and when you're grappling, a silly amount of joystick waggling.

Each bout lasts a maximum of five minutes but you'll have had enough by then. You can win it sooner by pinning your opponent on the canvas for three seconds. Ultimately, it's unfulfilling and there's not much depth.

What would Big Daddy, Giant Haystacks and that one that used to wear the black mask make of it all? And you wouldn't catch Kent Walton any near this lot. Hrrumphh.

Verdict 43%

Starblade

Daze Marketing ■ £9.99 ■ Reviewed *AF*15 67%



Having escaped Earth after his daring sub-post office raid, Gerald breathed a long, satisfying sigh of relief.

Julius Gordon has been dealt a terrible blow – the Bureau of Investigation have assassinated him. Do you care? Well, apparently you do because he was your leader.

Anyway, after swearing allegiance, you swear again, this time to destroy Genolyn, the priestess of chaos. As luck would have it, you're the proud owner of a K registration Starblade fighter which you use to get around galaxies in.

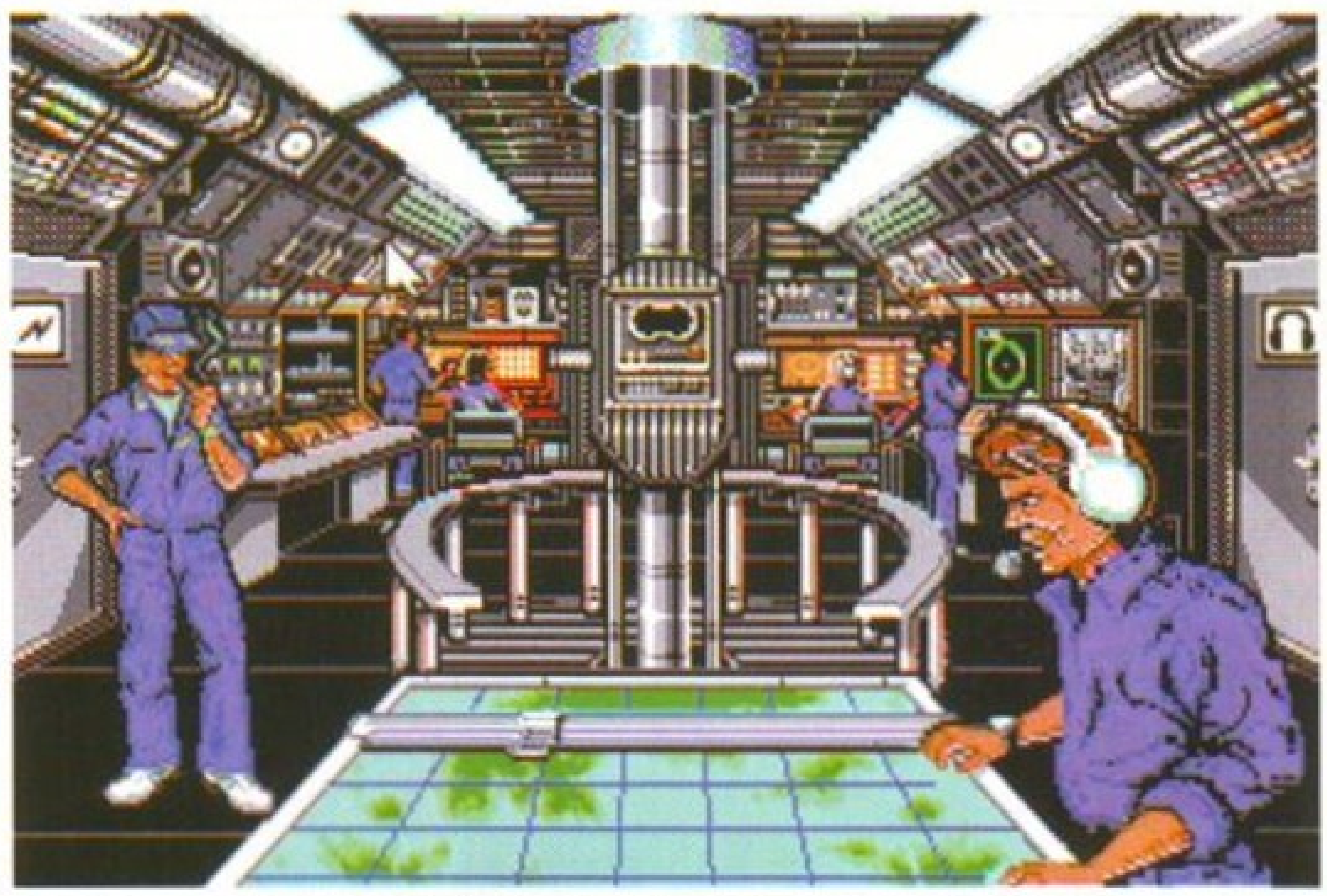
On board the fighter, you can wander between rooms checking that things are good and ready before you fly off to blow away some aliens. There's a bit of trading involved, to buy weapons, food and oxygen but unfortunately it's not much fun doing it.

With plenty of planets to fly to, *Starblade* is quite challenging, but for me, there's too much tactical thinking and the arcade sequences have a rather clumsy feel to them.

Verdict 51%

688 Attack Sub

Hit Squad ■ £12.99 ■ Reviewed *AF*10 86%



"And the weather on today's Classic Sub FM, the only station that counts, is kind of murky. In fact, I'm sure that was a shark going by the window".

Phew. A 10 mission submarine sim. There's a lot to go at here. You sail the seas in a nuclear sub looking for things to sink, avoiding of course, protected whales and dolphins. A silent, lethal game of hide and seek, you are a predator. You must be able to kill without feeling, women and children and even enemy convoys.

There's lots of the usual strategy and mouse clicking involved along with the obligatory manual to digest. Mainly for one player, it is possible to link up for a head-to-head with a friend via modem. The game is controlled from a main screen depicting the inside of your sub and you click on various icons to move around the different areas of the vessel.

Trouble is, the whole business is a bit fiddly and the need to constantly refer to the manual is rather at the expense of gameplay. However, if you spend time and persevere then *688 Attack Sub* can get quite exciting. If you like slow games with plenty of detail and a gradual build up of tension, then this may be for you.

Verdict 73%

Rick Dangerous 2

Kixx ■ £9.99
Reviewed *AF*16 92%

This kind of game reminds me of the Saturday morning serials I used to watch at my local cinema when I was a nipper. Oh, and *Dangermouse* as well. A sort of cross between the two, if you will. Oh, alright, if the truth be known, I only went a couple of times because my little sister preferred to watch Posh Paws on *Swap Shop*.

Anyway, our part-time stamp collecting Super Hero is back to battle with the Fat Man (personally, I think he should have been called Fat Bloke). There's more than just Fat Bloke to deal with – robots and aliens are also knocking around.

Armed with detonators, a raygun, an anti-gravity bike (wouldn't you just die for one?) and a storming right hook, Rick is well equipped to deal with Fat Bloke. But Fat Bloke has a few flying saucers up his sleeve and he's using them to drop bombs on Hyde Park. Swine.

Rick has to tackle four sections before confronting Fat Bloke on planet Barf and you will have fun getting there. On the way there's the ice caverns, forests and the mud mines to wade through. It's incredibly playable with good sound and graphics and a great buy for 10 sovs.

Verdict 86%

Boston Bomb Club
Daze Marketing ■ £9.99 ■ Reviewed *AF*28 74%



One of the the few games brave enough to tackle the process of moving bombs from one side of a pool table to the other, *Boston Bomb Club* is indeed remarkable.

A game involving bombs at a club in Boston apparently. Not *Cheers* of course, that's a bar with bums. Apart from Norm – he's a righteous dude. Anyway, your task is to transfer a number of bombs from point of origin to a bucket of water across a Heath Robinson-type contraption created by the club's mad scientists.

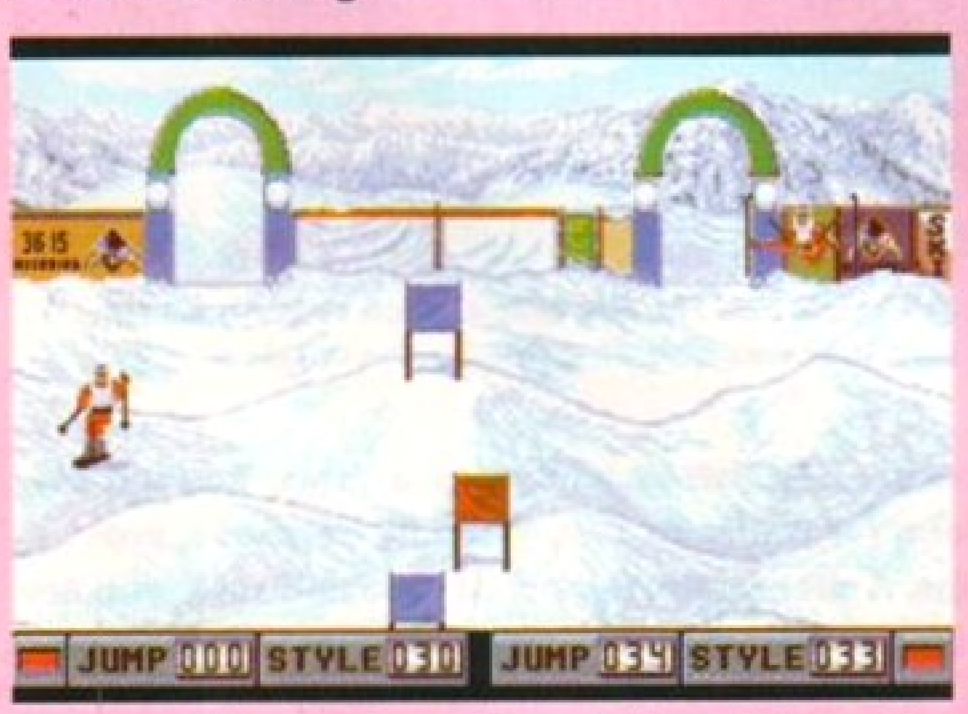
The bomb moves along automatically and you must click on various traps and wheels to try and give it a clear run. It's easy to predict where the bomb is actually going to go – getting it there is the problem. Also, the bombs are, as you would expect alight, so if you're too slow – they explode. The scientists also try and sabotage your attempts by reading a newspaper over the table, blocking your view, and jazz musicians pop out of nowhere blowing trumpets. They also click switches that you have just re-aligned which is very mischievous.

There are 30 levels to get through and if you're good at puzzles you'll blast through them. Unfortunately, I'm not and I started to swear loudly at the screen after a couple of games.

A polished puzzler with good, innovative graphic humour to keep you amused.

Verdict 77%

Superski 2
Daze Marketing ■ £9.99 ■ Reviewed *AF*35 70%



Hans, legs akimbo, showed the spellbound throng the process of making life difficult after lights out.

Turning up a lot at the moment, most recently on the *Action Sport* compilation (*AF*46), *Superski 2* is with us once again. You get the chance to go on the piste and participate in a variety of events involving skis and snow. These include downhill, slalom and giant slalom, as well as jumping, bobsleigh and the 'hot-dog' (fancy tricks).

The events are all timed against the clock, so you'll (probably) want to try and better your times. The three downhill events are fun, avoiding the trees and dodging the flags but the other events require a great deal more application and the bobsleigh is frankly ridiculous. Graphically, *Superski 2* isn't bad and some of the crashes will make your eyes water.

To quote the manual, "Your fluo outfit, streamlined and cold-proof is a must". Erm, quite. Rather, I think that patience is a must with this, as everything seems to take so long to load, particularly between goes.

Verdict 68%

Shadow Dancer
Kixx £9.99

Not previously reviewed



"The Sega train, arriving on platform two, is currently running late – and rather overpriced too."

A sort of oriental 'One Man and His Dog' this. Apparently Joe Mushashi is a Master Ninja and he's got to fight his way around a town centre, gathering time bombs planted by evil terrorists.

Joe's got these special Ninja Stars which are really useful for killing people and his dog's not shy when it comes to getting involved in 'situations' which is a good thing because there's plenty of folk after them.

Other than that, there's not a great deal else to be said. An average beat-em-up which will keep you interested for a couple of hours a year should suffice.

Verdict 53%

Pirates
Kixx XL ■ £12.99 ■ Reviewed *AF*9 74%



People take offence at the slightest of things these days. All I said was that a few of the chaps had got together and thought it would be nice if I took over the ship.

If you're one of those people that like to sail the Seven Seas, plundering vast treasures, then this may be right up your street. *Pirates* is a simulation of 17th Century life on the Spanish Main, and you must sail the Caribbean looking for pieces of eight. You get to choose the difficulty level and also your special abilities. These include fencing, navigation, gunnery, wit and charm and medicine.

It's easy to get into and it won't before long for you're entering a duel with an enemy captain. Trouble is, the duels are too easy to win. There are a few sub-quests to get involved in and you can also collect bits of a map to enable you to embark on a treasure hunt. Fortunately, there's no sign of Anneka Rice.

Pirates doesn't have a great deal of depth but it is good fun all the same. However,it gets rather repetitive and you'll soon find yourself attempting the swashbuckling missions.

But then perhaps I'm just not cut out for a life on the ocean wave.

Verdict 70%

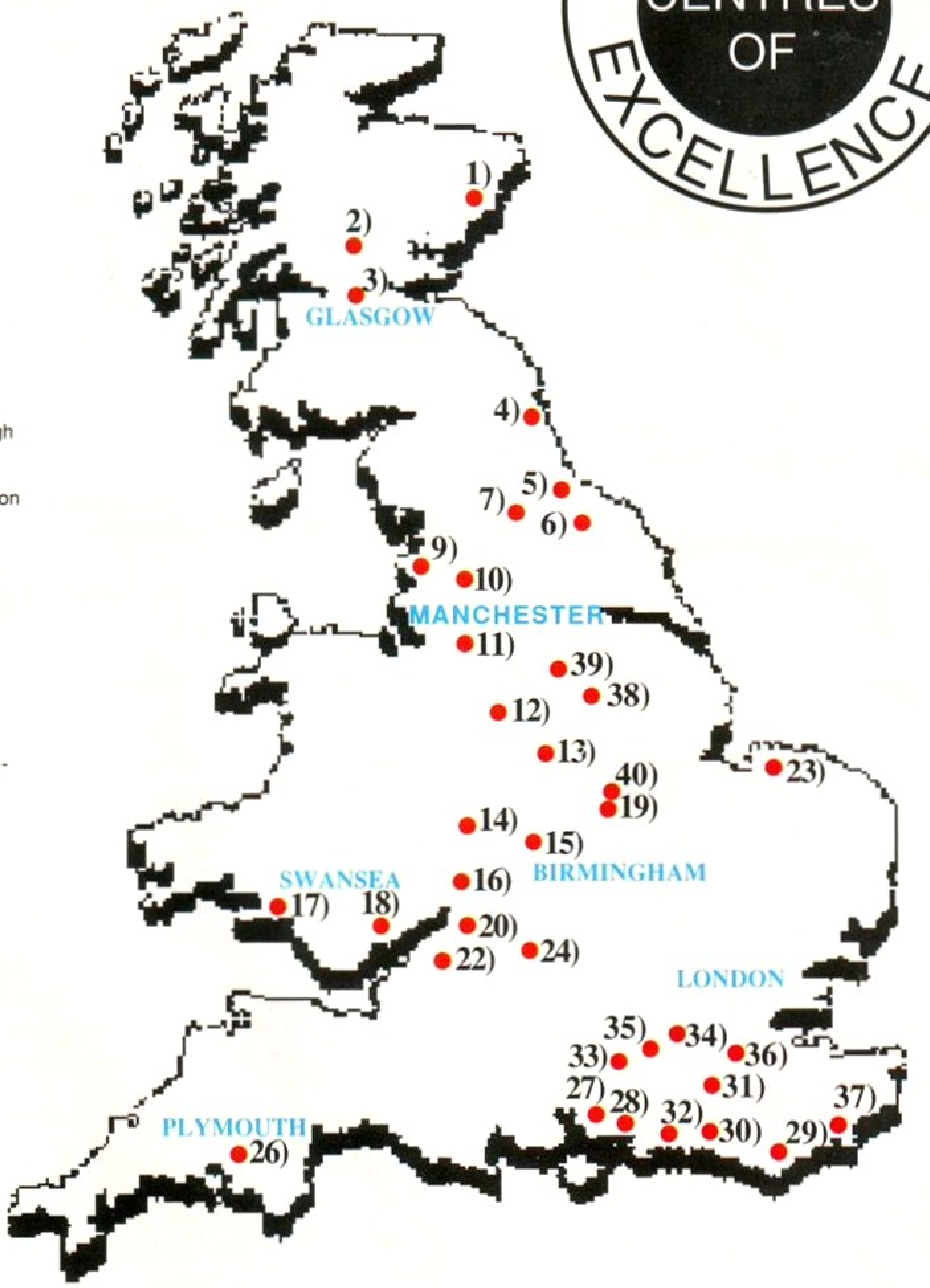


So I was in Whitby right, and these geezers came towards me. "Come and have a go if you think you're hard enough" I whispered. Then another 21 came around the corner.

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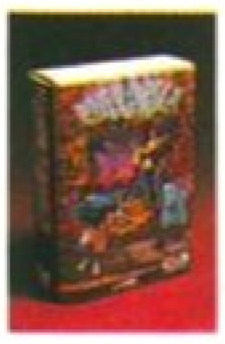
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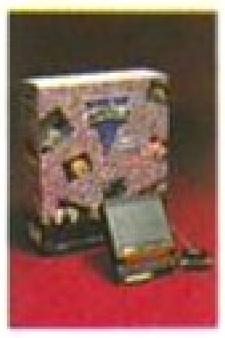
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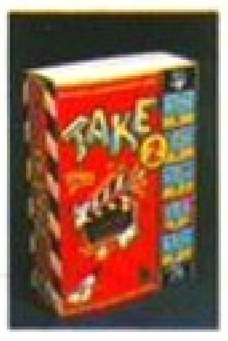
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Superfrog

WINNING TIP!

Reviewed *AF*47, 85%
Team 17 0924 201846



He started life as Supertadpole, but now he's Superfrog!

Tips and level codes for Team 17's smooth operator.

TIPS:

HIDDEN ROOMS:
These can be found behind false walls, which are moved by running into them. Often they are located above ground, and will only disappear if Superfrog is going upwards. Wings make the location of these walls easier.

EXTRA COINS:
Lots of hidden gold coins can be located by jumping into certain objects such as pictures, rings, lamps and shields.

LUCOZADE:
Always drink this even if your energy level is full, because it will give you extra time.

FALSE FLOORS:
These are strategically positioned so that Superfrog will fall back to near the beginning of the current level. They are usually located below lonely bonus items (not fruit), so avoid temptation!

FRUIT MACHINE:
The HI/LO feature tends to be rather random. If you have a high score go for the 2x score feature because an extra life is awarded for every 200,000 points scored. Avoid gambling – you hardly ever win.

SLIPPERY SECTIONS:
Icy parts will often lead to dangerous areas such as spikes, so it's not a good idea to go along them at high speed. Jumping will slow you down considerably.

SPIKES/BLOCKS:
Moving spikes and blocks causes the loss of an energy bar. Stationary spikes result in the loss of an entire life, so be careful, they hurt.

DEFEATING THE WITCH:
Stand on the middle platform, and hit the witch with Spud half-a-dozen times. Move to the left of the screen, then to the middle after she has swooped down, and repeat the process.

Jenny Pickard
Huntingdon

SUPERFROG LEVEL CODES:

LEVEL / WORLD	1	2	3	4
1		234644	447464	747822
2	392822	446364	984448	477444
3	343522	882311	992334	091332
4	467464	818234	182394	298383
5	452234	984841	383772	093152
6	387211	981122	012632	398112

Project F 837122

Abandoned Places 2



ICE have given us tips for their excellent *Abandoned Places.*

Reviewed AF45, 87%
ICE 0453 756993

If you're stuck in this excellent RPG from ICE, then turn to the page and you will find the first part of our hints, tips and maps from the programmmers.

WIN A GAME FROM PSYGNOSIS!



Those kindly people at Psygnosis – you know, the ones who made *Lemmings* and *Shadow of the Beast* – are now sponsoring GameBusters. This means that if you send in a tip you have the chance of winning any game from the huge range that Psygnosis produce! If you don't want a game, you can choose an *AF* mail order voucher instead – so send in those tips, maps and cheats, and state which prize you would like.

CHARLIE CHIMP COVERDISK

Ah. Some of you may have noticed that last month's tip for our excellent Coverdisk demo Charlie Chimp didn't actually tell you how to use the cheat mode. Sorry, folks – here's the full cheat. On the title screen, press the left mouse button, and the message 'Cheat Mode Active' will be displayed. Now start the game, and press the following keys while playing...

KEY	EFFECT	KEY	EFFECT
1	Baseball bat	2	Golf club
3	Tennis racquet	L	Extra life
T	Sets time to 99	R	Sets time to 24
HELP	Jump to next level	B	Collect all BONUS letters
I	Invulnerability		

Also, if you've sent off for the full game, you can type

E	Collect all EXTRA letters

BODY BLOWS – Reviewed AF46, 87%



Cheats not working? Then send your disk back to Team 17!

If you've bought *Body Blows* recently, you may have noticed the cheat mode we published last issue doesn't work with your copy of the game. This is because Team 17 re-issued the game with added features and speed about a month ago, and changed the cheat in the process.

To access the cheat menu now, simply hold joystick one down for five seconds, and the secret menu will appear. If you have the older version of the game and you wish to have it updated, send DISK 1 ONLY back to Team 17 and the following address: Marwood House, Garden Street, Wakefield, West Yorkshire WF1 1DX, including £2.50 to cover postage and packing.

HISTORY LINE 1914-1918 – Reviewed *AF*43, 94%

When you are outnumbered, and energy is short , place as many of your run-down units as you can afford to spare into the nearest depot or factory.

Now allow one of your enemy's infantry or cavalry units to get through your lines. They will head straight for your building and take it. During their next attack phase, it will replenish all of your run-down units. Be sure to have one of your infantry units close so that you can take back your building while the enemy is replenishing. Your units be refreshed, and the opposition's attacking unit will have defected to your side.

Andy Lawrence

Abandoned Places 2

If it's Monday morning and you've been stuck in a pit all weekend in *AP2* from ICE, here are some maps and hints to get you outta there.

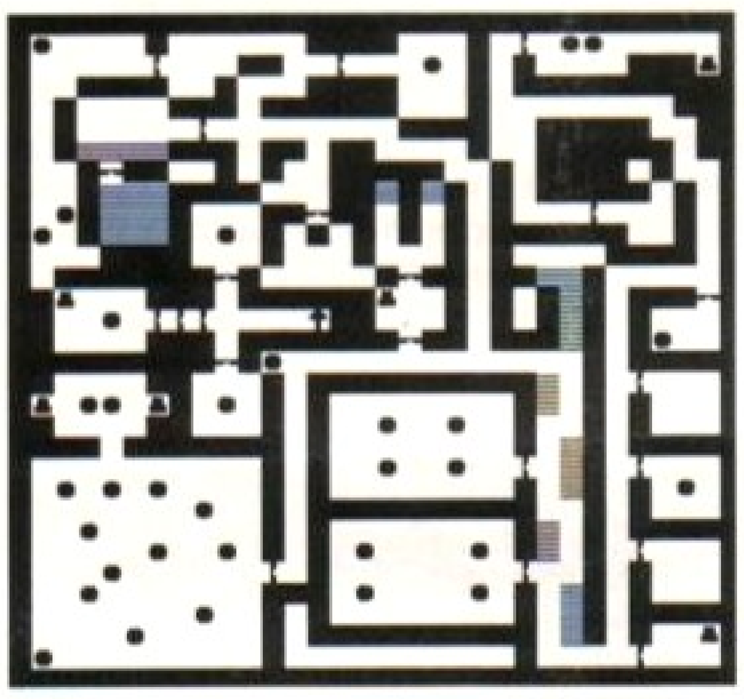
THROUGHOUT THE TIPS a coordinate system has been used to show where objects are within a dungeon. The coordinates start (0,0) at the top left of each map. You will begin each dungeon at the point X on the maps.

Collect the objects marked on the dungeons, because they will help you in your quest. There are many more items throughout the game which are not shown on the maps, but might be extremely useful to your party.

DUNGEON 0

In this dungeon (there's a map in your *AP2* manual) make your way to S2 at (29,25) which will open SA2 at (26,26). Get the key at (30,27), then go to the stairs at (26,30) which will get to (16,10). Place some items that you don't need on the switch at (22,9) to open SA3 at (26,10). Go through the wall to 2 at (30,18), using your key to open the way to the next dungeon.

DUNGEON 1



Make your way to S1 at (9,9) to open the adjacent wall. Find the large gold key and the small gold key marked as K on the map. They are carried by monsters, so they move. Press switch S2 (9,2) to open the door at (6,2). To get the key at (3,11) negotiate the series of switches. Step on the switch at (2,7) to remove the pillar at location (1,10). Go back to where you started. Open the doors at (6,14) and (7,14). Collect the elixir from the chest at (2,13).

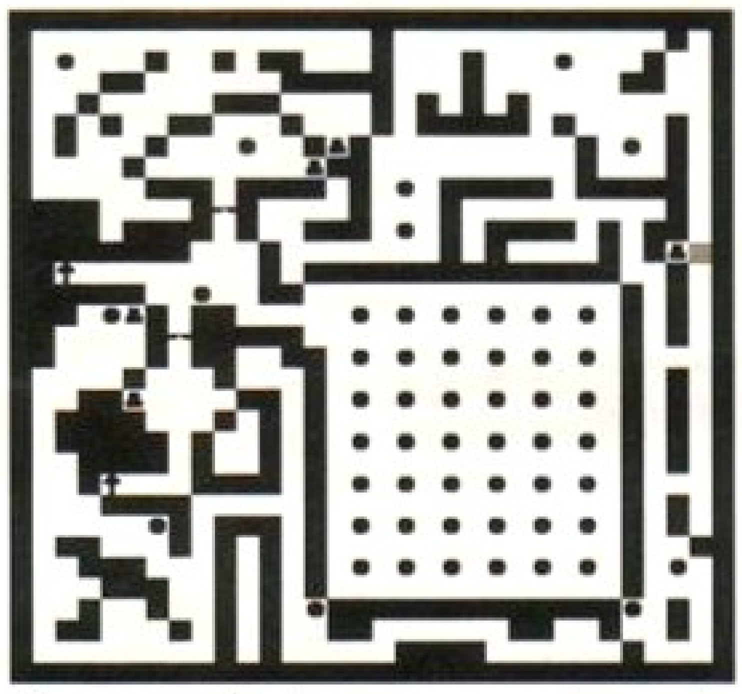
DWARVEN MINES 1



Go to T1 at (8,9) first, and use a Levitate spell. Travel anti-clockwise around the room, and press switch S1 (1,16) which removes the object at SA1 (23,8).

Use switch S2 (7,11) which removes a wall to allow you into the chest room. Go to T2, which will teleport you to TD2 (17,6). Make your way to the stairs to get to dwarven mines 2.

DWARVEN MINES 2



First go to the large room at the south-east of the dungeon. Beware, because there are many switches in this room which can throw you off track. Find S1 (14,19) which will open SA1 (20,28).

Travel to (2,19) and get the key from the monster. Then make your way back to (6,16) and open the door. This opens your way to the stairs to dwarven mines 3.

DWARVEN MINES 3



There are many keys throughout the dungeon marked as K on the map. Collect these keys as you see them to open the locked doors.

This dungeon has two exits at (5,5) and (15,28). You can use either exit to reach dwarven mines 4.

DWARVEN MINES 4



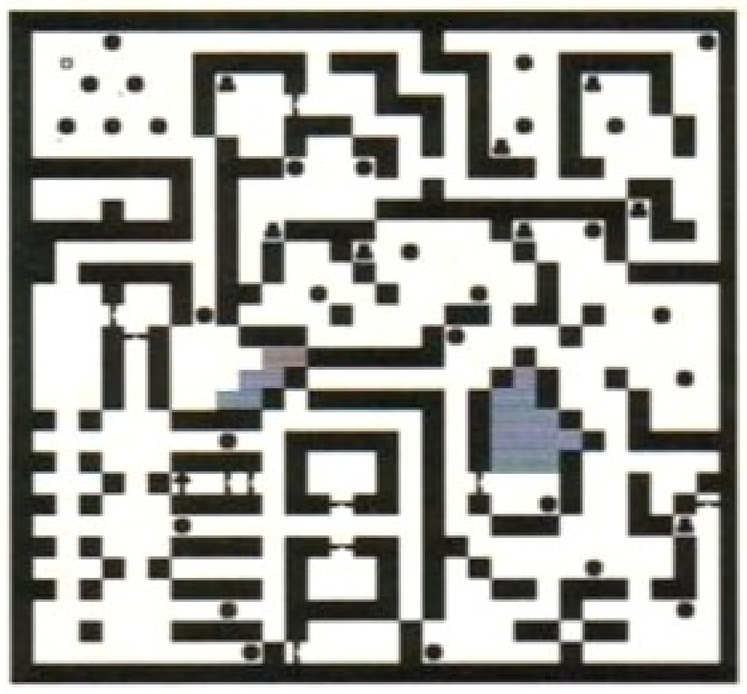
Collect two keys, and four long swords (L on the map). Fall down the pit at (6,12); this takes you to (12,28), where you find a key and a sword. Go up the pit by using the levitate spell. The second key is in the room to the north east. Open the door at (27,30) with the bronze key to get into the square room. Place a sword at (21,24), (22,24), (23,24), (23,23). Your way is open to the west, where you can use the ivory key to open the door and go to dwarven mines 5.

DWARVEN MINES 5



Use S1 (20,30) which will open the wall at (16,29). Use S2 (25,29) which will open the door allowing you to get at the key at (23,30). The key will open the door at (19,20) allowing you to use the pit to get to dwarven mines 6.

DWARVEN MINES 6



Find the key at (1,30). Use S1 (9,30) to remove the pillar and go to T1 (7,26). This takes you to the fire room (22,17). Leave here and find the key (26,16) being carried by a monster. Use it to open the chest (22,10) where you find a magic stone. Go to (17,10), and make your way in (anti-clockwise) to (17,12). This opens a wall at (12,10) so you can get to the two doors at (10,22). Open the first door with the ivory key, and the second with the stone. Go to dwarven mines 7.

DWARVEN MINES 7

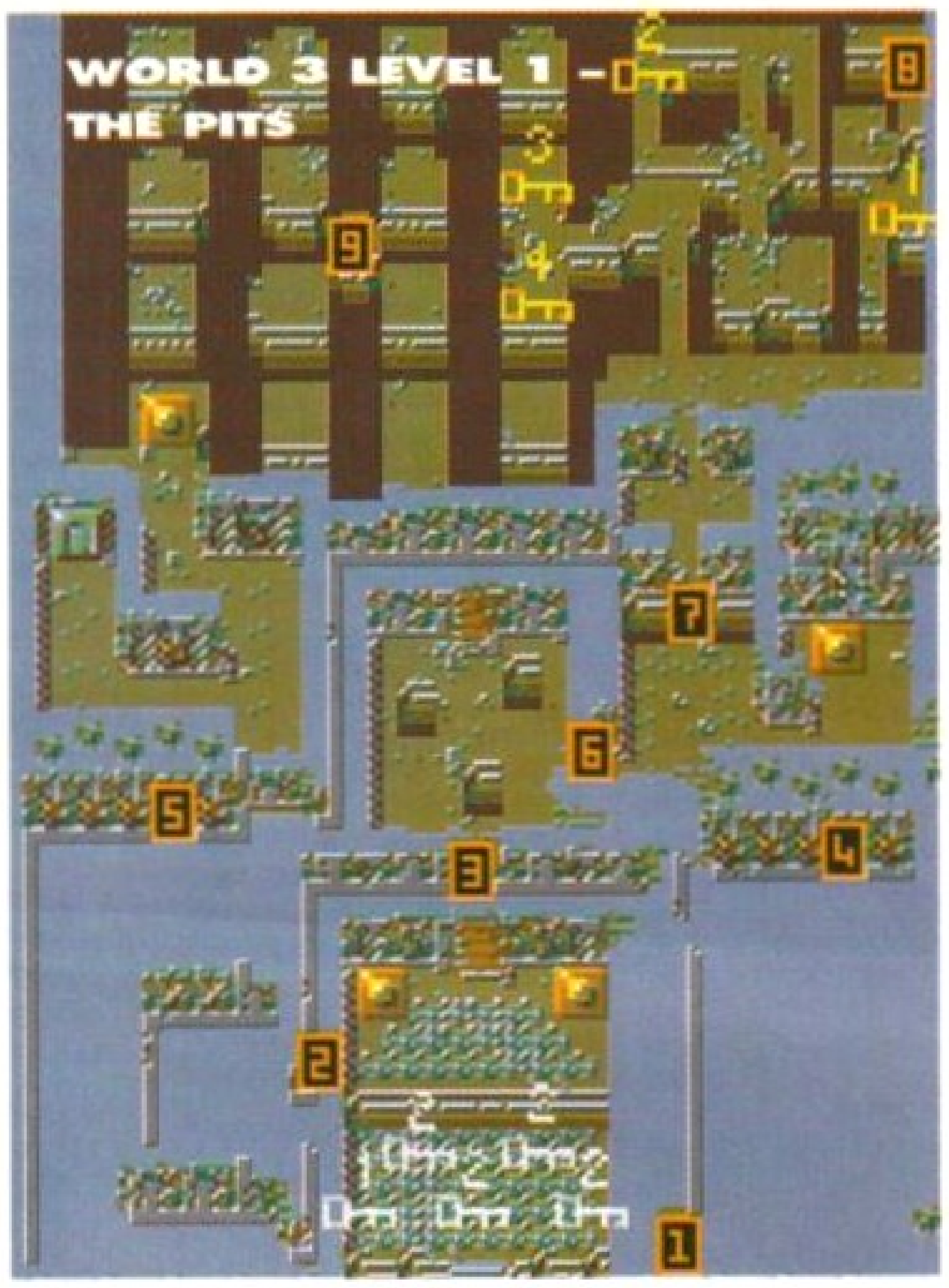


Head west from the start. Get the Medium Silver key at (6,14). It is carried by a monster behind the pillar which can be removed using the switches in the rooms to the west of the map. Press S1 (23,30) to open the wall at (29,30). Press S2 (19,5), which opens the wall at (18,15). Press S3 to get to S4, open the door at (2,30), then use the Medium Silver key to open the door at (1,30). Go to dwarven mines 8 (next month).

The Chaos Engine

Renegade ■ 071-481 9214
Reviewed *AF*45 – FG90%

The Bitmap Bros give good games, but they also give good tips. Here's more maps and hinty bits to help you to the end of this blaster...



WORLD 3 LEVEL 1 – THE PITS

■ Select Silver Keys 2 to create a bridge across the chasm. Cross the bridge as soon as you can – it gives access to the secret area at point 2. If it disappears, collect Silver Keys 1 to create a permanent bridge across the centre of the chasm.

■ Every StoneWatcher that you shoot on the wall at point 3 earns you a coin. Shoot the statue at point 4 and you'll get lots of treasure – but you'll need to kill off a few spiders first.

■ Shoot the statue at point 5 to get out of the area. The routes from both areas converge in the room by point 6. Collect the Players Saved token at the top of the stairs to remove the wall at point 6. Clear your path at point 7 by shooting the node in the room to the east, and you'll get through to the maze of pits at the end section of the level.

■ To get the centre, solve the puzzle in the eastern area. Collect Gold Keys 1 followed by Gold Keys 2. The latter set must be approached from the southern walkway. Possession of both sets of keys enables you to reach point 8.

■ Pick up the treasure on the small island and you'll be teleported to point 9 in the centre of the pits. If you wish to go a different route through the pits you may collect either Gold Keys 3 or Gold Keys 4. Each set of keys leads to a different route.

WORLD 3 LEVEL 2 – CONFUSION

■ Choose one of the four corridors as you enter. If you take corridors 2 and 4 Silver Keys 1 will appear when you get back to the start point. As you collect these a small section of the floor will rise up. Step on to this section to be teleported on to the main route into the level.



■ In the next room, the statue at point 5 will be flashing. If you walk into the wall behind the statue you will be teleported back to the start point once more. The wall next to the position of Silver Keys 1 will have opened and you will be able to access the secret area leading to exit B.

■ If you collect both Gold Keys 1 and 2 here, there's a clue for the puzzle floor within the next room. Follow the sequence of shapes on the floor: circle, square, plain. If you get it wrong you will be teleported back to the start of the floor, and the more mistakes you make, the less treasure you'll find at the end.

■ After you have shot the node in the next room, three sets of steps will appear, each of which leads to a different set of silver keys. Silver keys 4 will give you the most treasure.

■ If you do not get into this area you must follow the main route through the level from the start point towards exit A. If you pass via the western room to the north of the start corridors, only the node in that room exists and only Silver Keys 6 are in the room to the north. If you enter the eastern room only the node in that room exists and only Silver Keys 5 are available.

■ Silver Keys 5 will open the door to the east, Silver Keys 6 open the door to the west. Go west and you must collect Silver Keys 7 to open the exit from that section.

■ The island to the south of point 7 has treasure on it. Tread carefully, following the lines on the floor; shoot the statue at point 6 and then collect Silver Keys 8.

■ Once across the island, collect Gold Keys 3 to open the door at point 8. Once you have collected the telephone at point 9 you'll be trapped in the room. Shoot the Lobber that has appeared across the chasm to open the door to the north and this will allow you to proceed towards exit A.

WORLD 3 LEVEL 3 – REVERSE

■ If you begin at Start A, you play the western side of the map. Shoot the plinths surrounding Silver Keys 1 to get to them. Start with the south-western one and continue clockwise until all four have been destroyed. You can then collect the keys, which open the door from this room.

■ When you activate the node at the bottom of this section, collect Silver Keys 2 to create the steps immediately to their west. Both Silver Keys 3 and Silver Keys 5 create Silver Keys 4, which complete the western set of steps and allow you to get further into the level. If you collect Silver Keys 5 you will be teleported to the same place on the opposite side of the map. If this happens, continue to adventure up the middle channel of the section until you reach point 2. Here you will be teleported back to your original position in the western half. Silver Keys 6 open the door to the room containing Silver Keys 7; Silver Keys 7 open the door to the room containing Silver Keys 8, and Silver Keys 8 open the door at the end of the corridor which allows you to get to the exit.

■ If you begin at Start B, you play the eastern side of the map. When you collect Silver Keys 1 you will be trapped inside an invisible force field. Shoot the Missing Link which has begun to patrol around the outside of the plinths to get free.

■ When you collect Silver Keys 2 at the bottom of this section, the node marked on the map at this point will appear. This creates the steps immediately to the west. When you collect Silver Keys 4, both Silver Keys 3 and Silver Keys 5 appear. Collect Silver Keys 5 first and you will be able to collect the other sets of keys too. When you set off down the set of steps which have appeared you will be teleported to the same place on the opposite side of the map.

■ From here you can throw a special weapon on to the node that it is on floor level just to the south and east of you. You can now activate all of the nodes on the level and open exit B. After this you must continue to adventure up the middle channel until you reach point 2 where you will be teleported back to your original position in the eastern half.

■ Silver Keys 6 open the door to the room containing Silver Keys 7 on the opposite side of the corridor. Silver Keys 7 open the door to the room containing Silver Keys 8. Silver Keys 8 open the door at the end

Continued on Page 100



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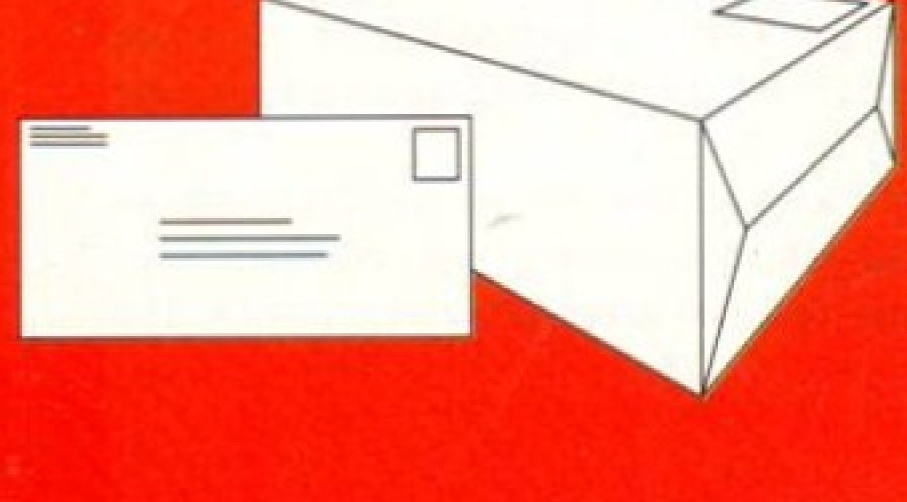
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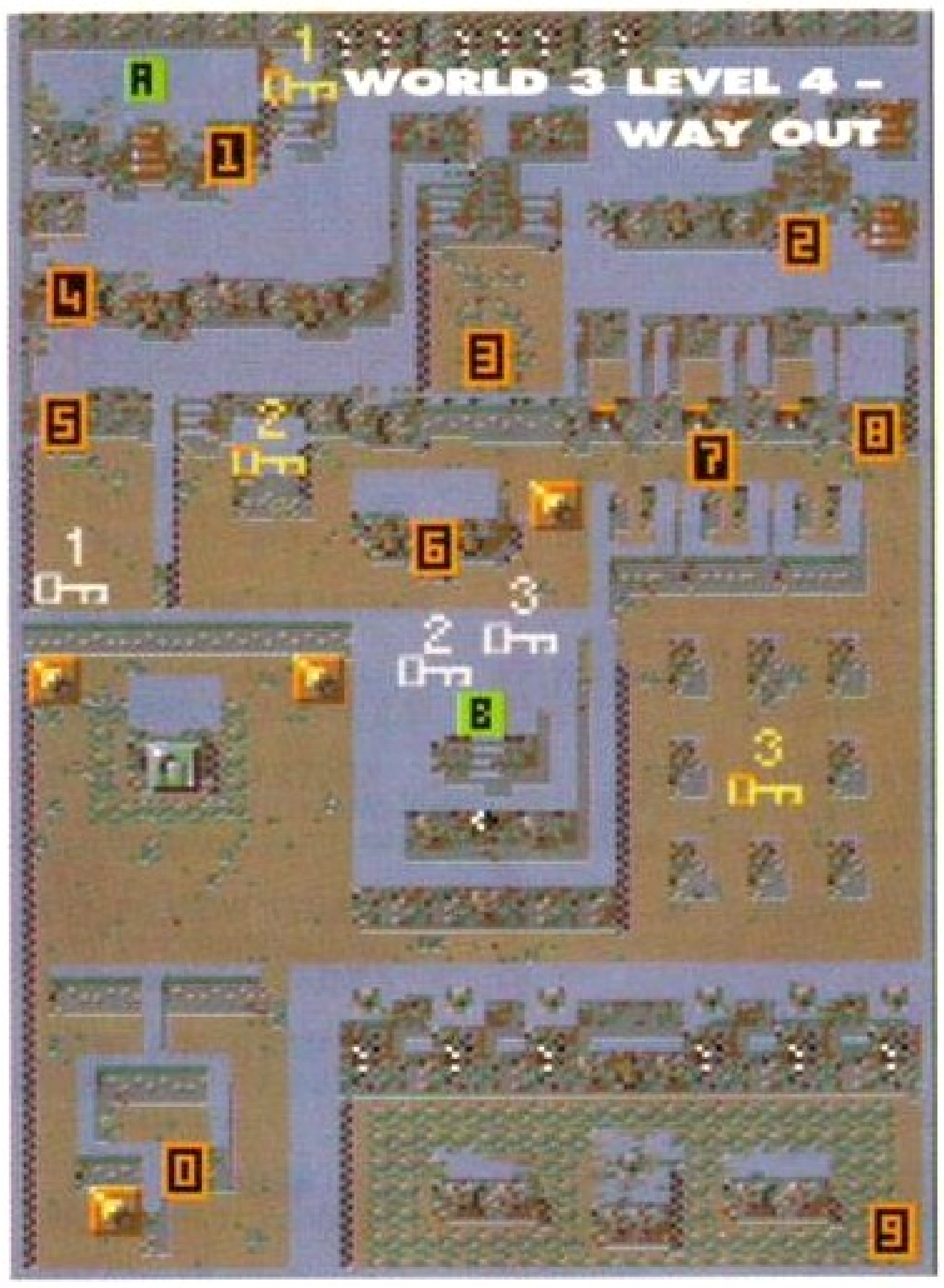


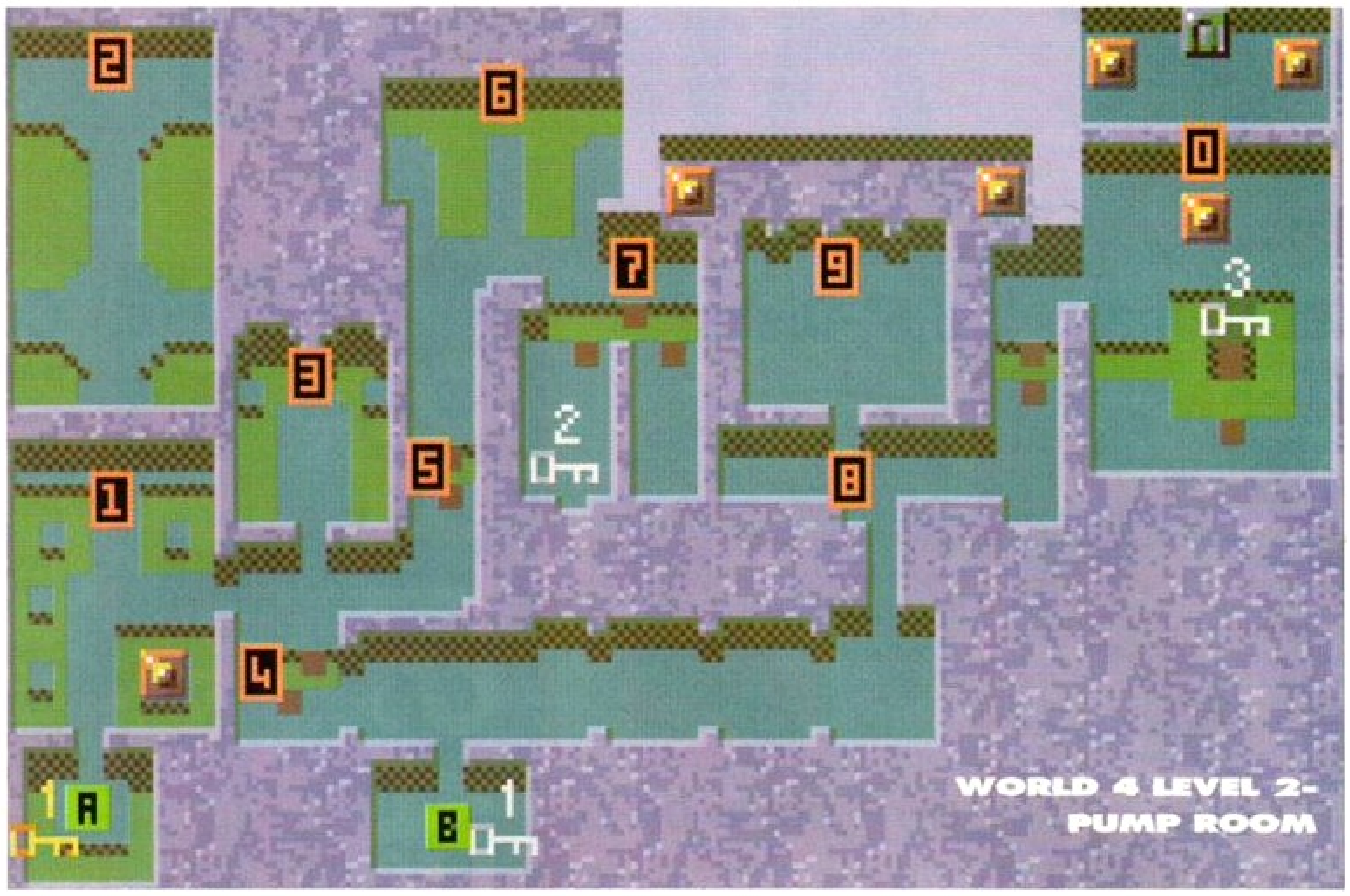
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of the corridor which allows you to get to exit A.

■ To exit point B you must collect the right hand one of the pair of Silver Keys 6 and the left hand of Silver Keys 7. This exit will only be open if you have activated all of the nodes within the level.

WORLD 3 LEVEL 4 – WAY OUT

■ If you begin at start B you must first collect Silver Keys 2, then Silver Keys 3. An exit will appear which teleports you to start A.

■ Shoot the statue at point 1 and the steps which lead up to Gold Keys 1 will appear.

■ Gold Keys 1 open the door to the small room at point 4 where treasure is to be found. If you walk over the mound at point 2 it will dissolve and the set of steps at point 5 will appear, allowing you into the area beneath to collect the treasure.

■ The telephone at point 3 causes the steps to the north of it to switch round, opening up the way forward into the rest of the level. The steps at point 5 will only be there if you have dissolved the mound at point 2. You must collect Silver Keys 1 to get out of this bonus section. If the steps at point 5 are not there, the set to their east will be, so you'll have to go down those. The door into the small room which contains Gold Keys 2 can be shot. Collect these to create the steps up to the ledge at point 6.

■ The small rooms to the north of point 7 contain monsters. The doors will open and you can shoot the monsters; if you can then get into the room and collect the keys, the door to the room directly to the south will open allowing you to pick up the treasure it contains. The Silver Keys in these rooms keep the doors open so that you cannot get trapped.

■ The alcove at point 8 has a misplaced shadow. If you walk into the wall at this point you will be teleported into the secret area in the south-eastern corner of the map. From here you must adventure through to point 9; stepping into the circle marked on the floor will teleport you back to point 8.

■ The central pillar below this point does not have a StoneWatcher on it. Shoot this pillar on the top to reveal Gold Keys 3. These open the door to the small room at point (1)0, which contains some treasure.

WORLD 4 LEVEL 1 – SEWERS

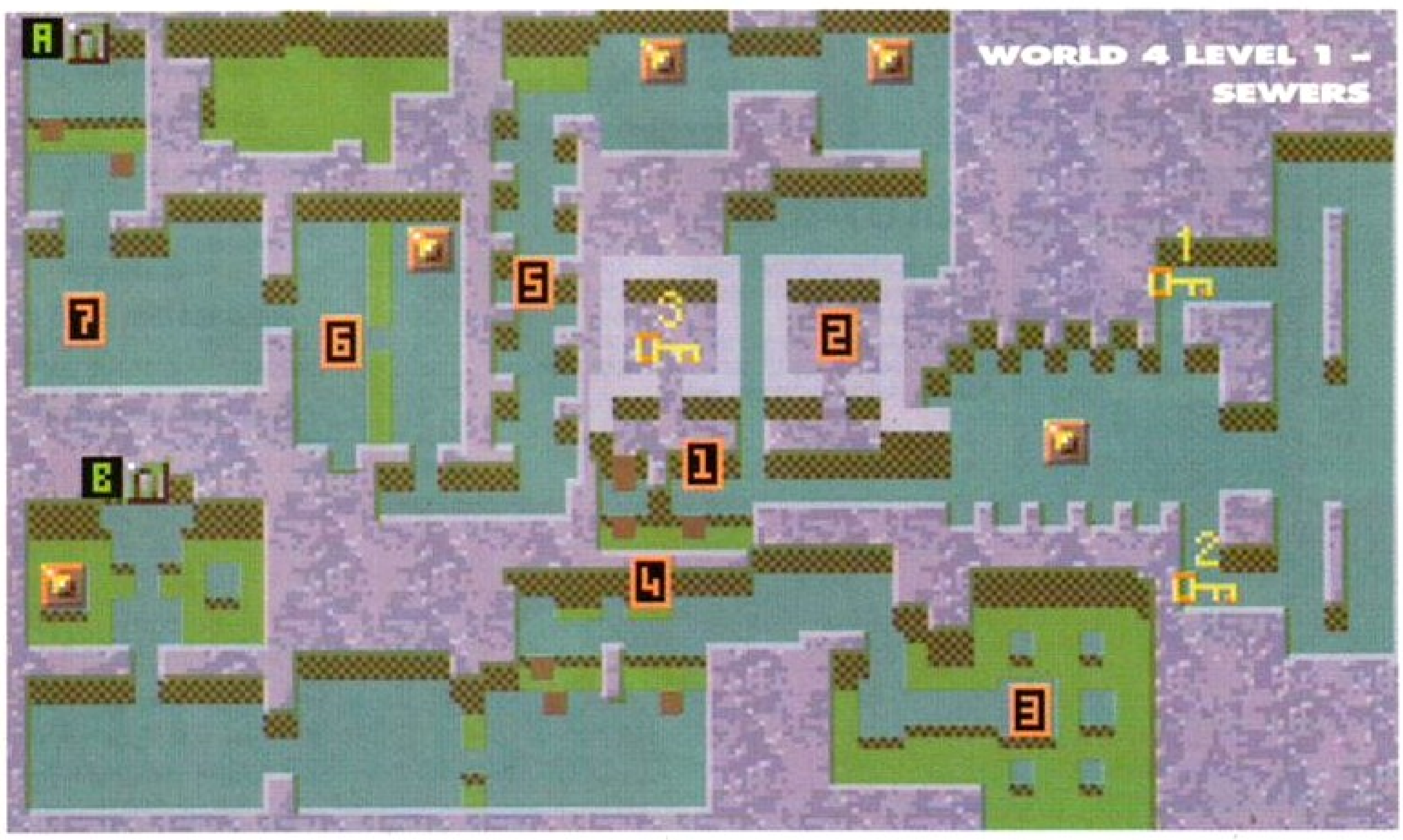
■ The Revolving Domes are invincible so it's best just to avoid them. Collecting Gold Keys 1 and Gold Keys 2 will reduce the number of Domes in the room.

■ Shoot the lever at point 1 and you can get up to the room on the ledge above which contains Gold Keys 3. When you collect them the narrow corridor will be blocked and you can cross to the room marked as point 2. Walk into the open manhole and you'll be teleported to point 3.

■ As you approach the sewer pipes at point 4, monsters begin to generate in the eastern most of the two pits to the south of the corridor and start moving into the room below. Water flows from the pipe outlet, filling the pit to the west. To progress, you must shoot at the cracked pipe at point 4, which will blow up and allow water to flow into the eastern pit. This will simultaneously drain the water from the west pit allowing you to carry on into the level and fill the east pit, drowning the monster generator. The sooner you do this, the less monsters you will have to fight when you enter the room to the south.

■ If you follow the corridor to the north, at point 1, you must activate both nodes at the top of the map and then carry on down the corridor at point 5, which is full of Revolving Domes. These are also invincible but you can push them down the corridor by firing at them and if you can get to point 5 you will be able to collect a shield token to progress.

■ In the next room, your path is blocked by a force field at point 6. Destroy it by shooting the node in the north-eastern corner of the room. The route to the exit is blocked by a water-filled pit at point 8. You must shoot the wheel at point 7 so that it turns twice, cutting the water supply and draining the pit.



WORLD 4 LEVEL 2 – PUMP ROOM

■ If you begin at Start B, collect Silver Keys 1 to exit from the first room. You then adventure along the corridor to find an extra life at the eastern end. This route then rejoins the main one at point 8.

■ If you begin at Start A, you must shoot the first node you come across, on the small island outside the start room. When this node is activated, Gold-Keys 1 will appear. Collect these to remove the manhole cover at point 1, revealing the shaft below. If you step on to this opening you will be teleported into the secret are a to the north; leave it by walking into the large pipe at point 2.

■ Shoot the lever at point 3 to progress. If you do so while it is horizontal, the western pipe will close, stopping the water flow and draining the pit at point 4. The

lever will flip up after a while; shooting it then will close off the eastern pipe, allowing the water to drain out of the pit at point 5.

■ Cross the pit at point 4 to get into the short cut area next to Start B. The pit at point 5 gives access to the main route onwards into the level.

At point 7, the way forward is blocked; from left to right, shoot and destroy all of the pipe outlets which feed the pool at point 6 to drain the water and allow you to continue.

■ The western ramp out of point 7 leads to a large room which contains some treasure. Collect Silver Keys 2 to exit this room and rejoin the main route.

In the room at point 9 there are three switches on the wall. Shoot the middle one first, then the left-hand one and then the right. This gives you entry to the final pump-room.

■ You must activate the two nodes on the ledge above the switches before you can open the final exit. The node marked at point (1)0 on the map, is only present if you began the level at Start B. You must collect Silver Keys 3 to open the door at point (1)0 and also allow you to get to the exit.

WORLD 4 LEVEL 3 – THE HALL OF MACHINES

■ This is a long corridor leading to a single exit at the north. Activated nodes and barriers block your way. These barriers will kill any character who walks into them. You must enter each room, before each barrier and solve the puzzle in that room to shut down the next set of nodes and open their barrier.

■ Room 1 contains a circle of small pits. Collect the Gold Keys in the centre and some small rocks appear in the pits around you. As soon as you destroy one the puzzle is solved.

■ Note the light on the north wall of the room has stopped flashing and a number 1 has appeared. This a clue for later. If you shoot this digit, it changes into a 4, which is another clue to a later puzzle in room 3.

■ Room 2 contains a spinning wheel. Shoot the wheel to stop it spinning. If you manage to stop it at exactly the point when the contacts are touching, the wall to the east of the wheel will crack, revealing a shortcut to room 4.

■ Room 3 contains a number of monster generators which produce Half-tracks. Destroy all these and blow up the generators before you can activate the puzzle. A set of numbers will appear on the north wall. It is here that you use the clues you obtained in room 1.

■ Shoot 1 to deactivate the nodes and open the barrier. If you have been given the extra clue in room 1 you may now shoot 4 to open a shortcut into room 5. Room 4 has a number of small dials. Next to the one active dial is a small button which you must fire at to move the needle within the dial. Turn one complete revolution; it cracks and the puzzle will be solved.

■ Room 5 contains three animating pistons protected by vicious Half-tracks. As you kill off these guardians, the pistons stop animating, solving the puzzle.

■ The final section provides you with an overview of what to do in the next level. You must first activate all the nodes in the four small rooms that surround the Generator at point 6.

■ When the node counter drops to 0 you are informed that the exit is open but the door is still shut. A power cable joins the Generator to this door; shoot the base of the Generator, the cable will dissolve and the door will open.

WORLD 4 LEVEL 4 – TIME FOR CHAOS

■ The Chaos Engine is in the centre of the level and is protected by a force field, generated by four activated nodes. Before you can attack the Engine you must disable this force field.

■ There are no normal nodes; instead there are four electrical Generators which are marked as nodes on the map. Shooting them in the base cuts the power supply to the level and shuts down the force field.

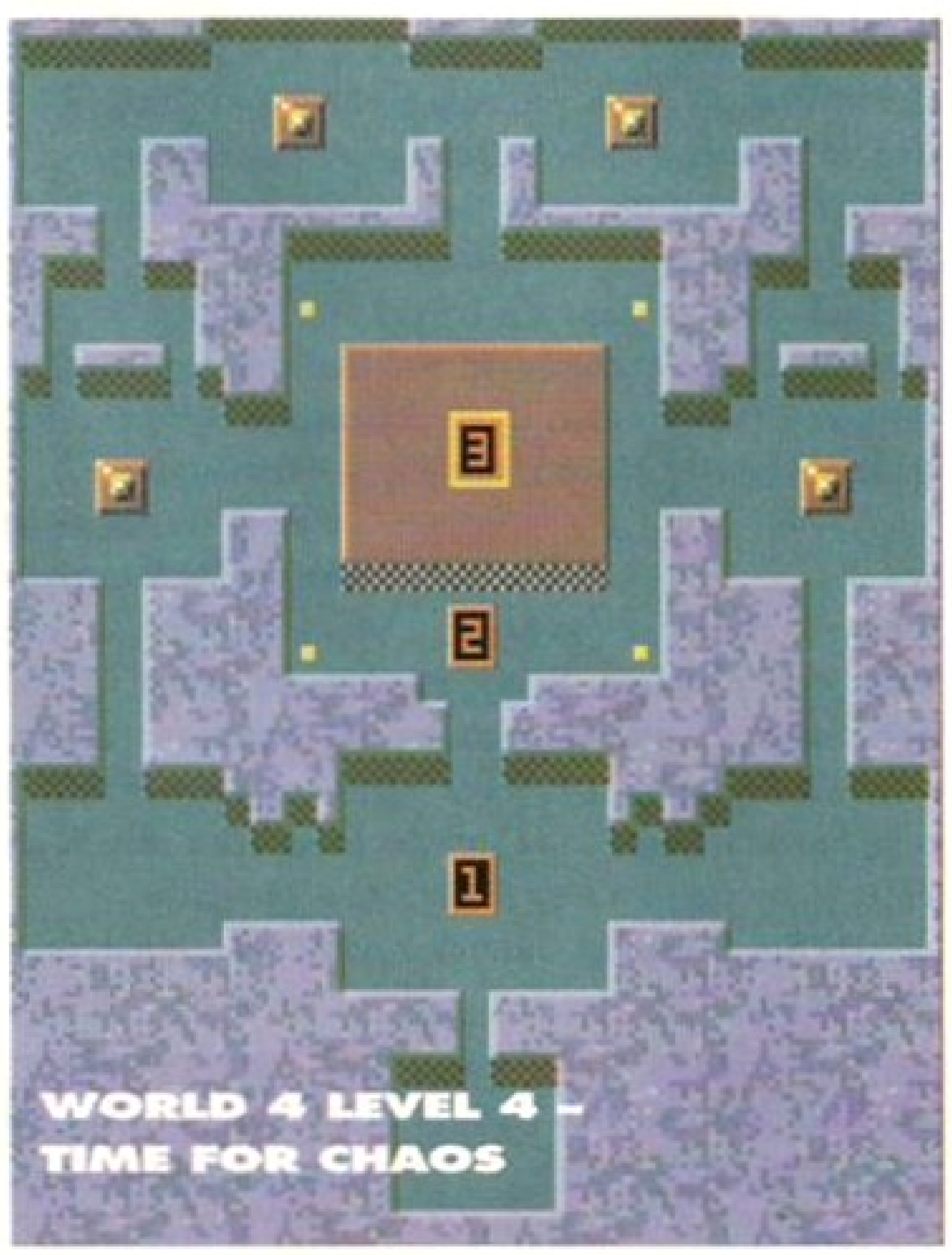
■ The control room at point 1 monitors your progress. When you shut down a Generator, its set of pistons will cease to move, its dial will be destroyed and the force field surrounding the Engine will thus be weakened.

■ You get a Players Saved token for every one that you shut down. When you have succeeded in destroying all four generators, a pulsing ring will appear at point 2. Step into it to be teleported to the final conflict with the Chaos Engine.

■ The Engine has two stages. It has a protective shell around it which you must damage. It cannot use the full force of its weaponry yet, but once its innards are exposed it will do everything it possibly can to protect itself.

■ All you have to do is destroy it to win the game and rid the land of Chaos.





OH NO! IT'S THE PATHETIC TIPS



Playing *Sensible* with both teams in the same strip adds to the gameplay – allegedly.

The month's postbags have brought a bumper selection of tips, but not all of them are much use. Some even caused hilarity in the *Amiga Format* office, so we thought we'd share them with you in another set of Crap Tips...

B Elvins replied to Peter Van Der Spoel's question in *AF46* about making *Sensible Soccer* more difficult to play: "One way," he writes, "is to change every team's kit to the same colour (first and second kit). When you play, you don't know who to pass to!

"If that isn't difficult enough, try playing with the mouse instead of a joystick..." Er, yes, thanks B Strangely, the first tip is actually good for a laugh. Have an *AF* pin badge.

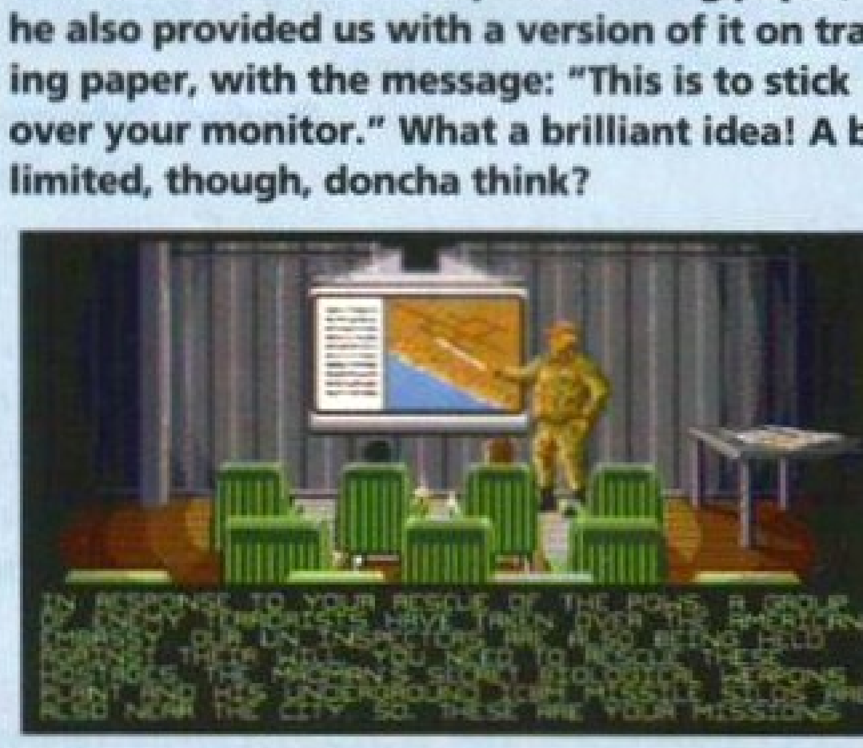
Moving from the Strangely to the stranger here's a letter from G Allen of Bolton. He writes: "If you're having trouble with Body Blows, hold joystick one to the left and joystick two to the right at the same time for 10 seconds. PS. Make sure both joysticks are connected to the computer." Hmmm. Started off well G, but lacked a little towards the end. 5/10 for effort.



"Make sure joysticks are connected to the computer when playing *Body Blows*." Yeah Right!

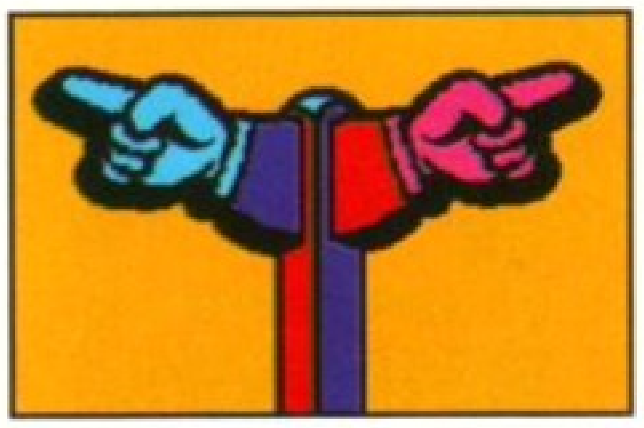
Tips for *Superfrog* from Shocker of Keighley looked good in warm up, but failed in qualifying: "While playing, press the right mouse button and Superfrog's body will vanish leaving just his eyes. He is now invincible for a short period of time." Er, no he isn't!

Top marks for enthusiasm go to Ross Fullerton of Bellshill, who sent in a map depicting the positions of scud launchers in *Desert Strike*. As well as the map on drawing paper, he also provided us with a version of it on tracing paper, with the message: "This is to stick over your monitor." What a brilliant idea! A bit limited, though, doncha think?



An *AF* pin badge is on its way to Ross Fullerton for his crap map-drawing tip for *Desert Strike*!

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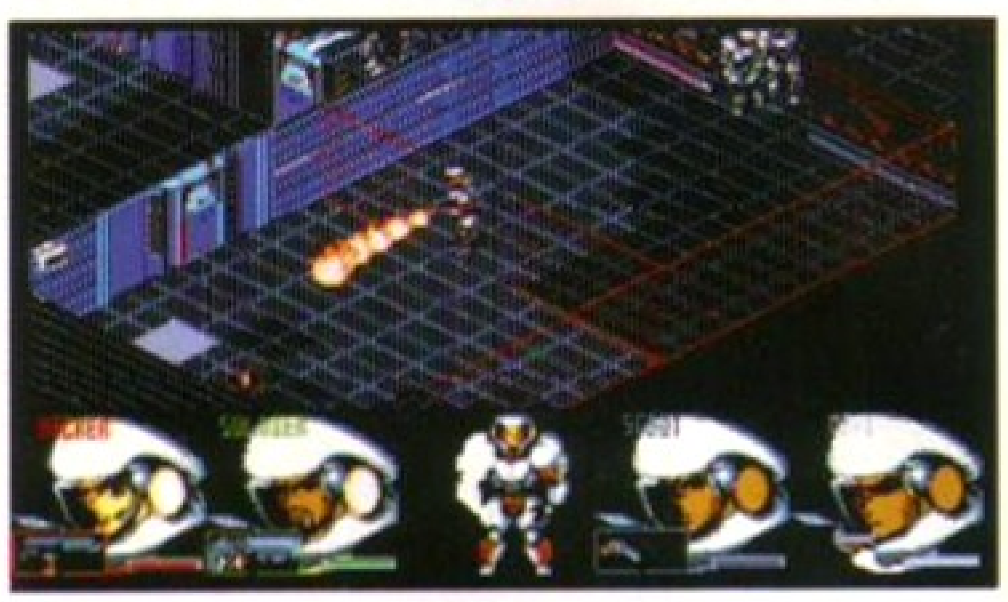
Got an A1200? In that case, don't buy *Speedball 2* yet – wait until the Bitmaps get it working first...

I can't get *Speedball 2* to run on my A1200. I've tried using the Kick 1.3 utility, but that doesn't work either. Help!

W Snuggs
Mansfield

No, it won't work. There is hope for us* Speedball 2 *fans, though, because Eric Bitmap assures me that they are looking into getting the game up-and-running on the A1200. When they do they will look into re-releasing it on their compilation The Bitmap Brothers volume 1. Cheers, Eric.

SHADOW PROBLEM



If you're stuck in level five, don't take it out on everyone using your flame thrower. Ease the pressure...

I'm stuck on level five of *Shadoworlds*. There is a cubicle that I must get into in order to collect a key card, and progress further. Every time I try to get in I'm propelled back to a previous level. Is there a cheat, or can you help with my problem?

André Odogwu
Pimlico

There is a pit inside the doorway, which will take you down to the previous level. To get around this, pick up a crate, a flare or a battery, and place it in your left hand. Now click on it, then move the pointer over the pressure plate in the middle of the room. Left click, and the object will be thrown on to the pressure plate. The key card will then come out of the cubicle. Thanks to Steve Sumner of Sheffield for the tip.

EMPTY SPACE

I realise *Star Wars* is an old game, but I'd like a cheat for infinite shields. If not, are there any cheats at all?

James Martin
Eyemouth

There aren't really any cheats, but there is this tip: if you fly down the trench without firing, you will gain a 'Using the force' bonus. Hope this helps – if any readers have any cheats, send 'em in.

EEL MEET AGAIN...



It doesn't Costa lot to trade in Atlantis, not if you use the orichalcum on the eel's head first.

I'm totally stuck on *Indy Fate of Atlantis*. I can't find anything to trade with Costa. Please can you tell me what it is and how to get it?

Richard West
Thirsk

Yep, sure can. What you need is the eel statue which is buried in the ice in Iceland. To get it, drop the bead of orichalcum into the eel's head (which is sticking out of the ice), and then go to Costa and let Sophia do the necessary talking.

DAMP VESTIBULES

I am a 64-year-old adventurer lost in *Castle Master*. Running about in damp castles is not good for my rheumatics, so could you help me? My problems are:

1) I've collected six keys, but I can't find any more.
2) Getting into the great hall on the first floor, I fall into the hall from a crack in the balcony.
3) How do I get past the barriers in some of the passageways? For example, in one there are four yellow buttons – which order, if any, opens the barrier? Also, there's a barrier which is too low to crawl under.

Fred Maughan
Middlesbrough

I have a cheat for the game, which will help you with your first problem. While playing the game, if you press Shift, L, and the right mouse button repeatedly, you will hear a sound. Some boxes will appear, which you can shoot to obtain infinite lives, rock travel, all 10 keys, or you can leap to the end of the game.

As for your other queries, I don't know. Does anyone out there?

TWIN PICKS



The world of *KGB* is not a nice one. It's filled with drugs and lots of ugly people intent on your demise.

I have just bought *KGB*, and I'm stuck on only my second mission. I need to find out who Hollywood is, and search his apartment. However, in the Enthusiasta Progress Club where he is supposed to be, I keep getting beaten up by two ugly twins. Please help.

J Hitchens
Cambs

The twins are part of a dangerous gang. Once inside the club, don't take the hidden dollars from the toilet. Instead, wait for the punk to leave the toilet, then slip in and take the cocaine from the trashcan. Flush the cocaine down the toilet. Avoid talking about Hollywood or Buyer 2 to the people in the club. Talk to a character called Video, and buy his video cassette. He will give you a tip, saying: "Don't mess around with the Twins". Get the two punks to lure you outside. Attack Lyonka, and take his lockpick, remembering to put his body in the nearby dustbin. Lovely!

WORCESTER SAUCE

Please could you help me with two excellent games, namely *Turrican 2* and *Switchblade 2*? Any cheats would be gratefully accepted.

Jamie Whitmore
Worcester

On the title screen of Turrican 2, *press Help twice, then type in 142. Press Escape twice, and you will be invincible.*

Type in LEVEL on the title screen of Switchblade 2, *then the number of the level you want to jump to; or type in CHROME for a hidden game.*

Hold down Fire from before you turn on your machine to when the game has started, for an infinite number of lives.

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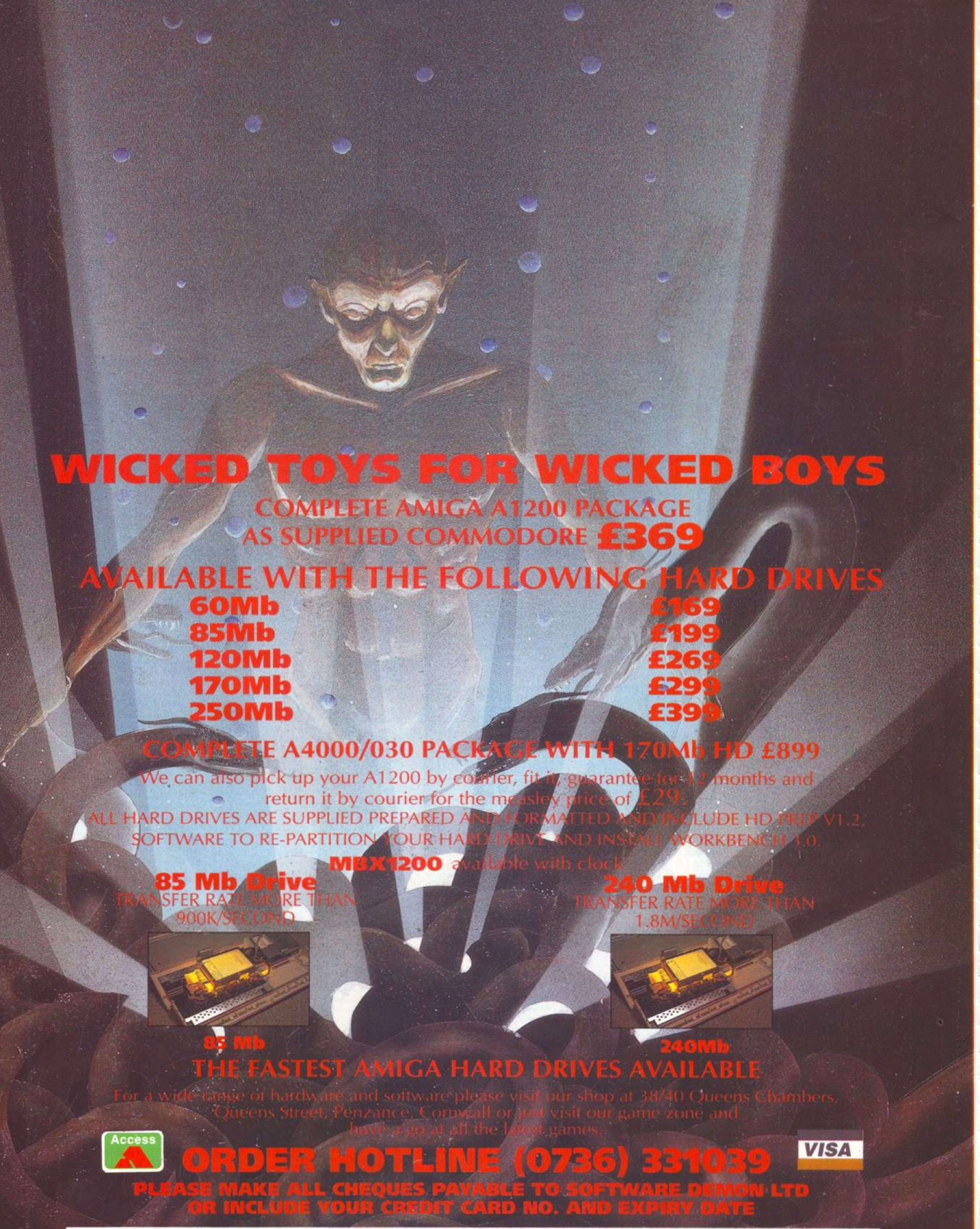
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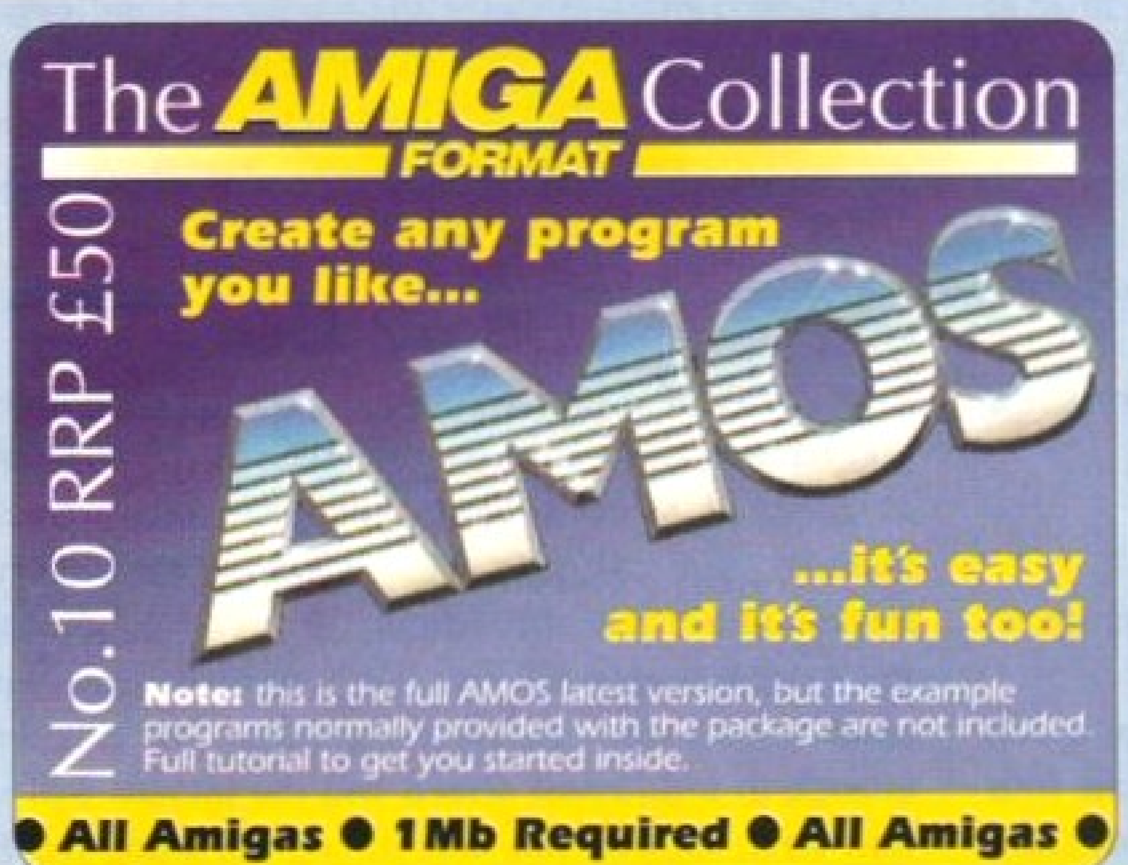
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The tutorial on this page is designed to help you get the most from the programming language *AMOS*. If you don't have *AMOS*, but would like to have a go at programming your Amiga, you're in luck, because *Amiga Format* featured the complete *AMOS* program on the January 1993 Coverdisk. Now, if you didn't buy that issue, we'll give you one more chance to get your hands on the truly spectacular *AMOS* language. Turn now to Page 148 and order your copy now.



The scrolling text and bob classic. An old time favourite brought alive with AMOS. *Amiga Format* logos are nice too, why not make a big one and turn it into a bob so that you can move it around?

Getting the most from your AMOS COVERDISK

It's time for Demo-lition as we look into the world of Public Domain demos. We'll also be showing you how to create your very own demos using AMOS.

PD DEMOS ARE an art form, and in the same way that fractals were impossible to produce before computers came along, it's the Amiga's amazing abilities with graphics and sound which make this particular art form possible and very popular.

Everyone knows what a demo looks like, and you may have wondered what makes it possible for you to make one in *AMOS*. Fortunately, *AMOS* is one of the easiest ways to move around graphics and play sound, so you're off to a head start before you even type a line of code. In this instalment we'll be looking into the components of a demo and finding out the basics of how to program one in *AMOS*.

Starter's orders

The first task is to design the specification – that is, exactly what you want to include in the program. Next you have to design each segment of the code, and the final stage is to bolt it all together and ensure that it works. We'll do steps one and two, but the final bit is up to you – after all, it is your demo.

Classic demo items are scroll texts, picture slideshows, moving bobs, music and VU meters, so we'll take a look at each of these in turn. By the end, you should have all the makings of your maiden demo.

Scroll over

Scrolling text has been one of the hallmarks of demo makers since the art began in the late '80s. This was exclusively the province of the assembly hackers until AMOS came along, and there are a variety of ways you can do it. Chief among these is the icon font. You create a font in *DPaint* and grab each letter as an icon. Next, you assign each letter of the alphabet to a number in the bank, and each letter in your scroll text is then put on the screen. You need to use two screens. Paste the icon for each letter to the first screen and scroll the second screen (or at least the part of it you want to scroll). Then you use screen copy to copy the letters one by one from the first screen to the second scrolling screen.

A range of ready-mixed fonts already exists in the Public Domain, such as Crazy Joe's disks 1669 and 1663, which have about 30 fonts per disk in IFF format ready for use. This is really easy with the Shadow Software program *CText*, as you can create Colour Text fonts and use them with the enhanced text command to place and scroll graphic text on the screen.

You can produce many complex special effects (although, paradoxically, with no memory banks) with a bit of judicious programming skill, such as this special spiral effect which makes your scroll text look as though it is scrolling around an invisible cylinder. At the back of the cylinder the text is upside down and darker. This gives the effect of the text wrapping around the invisible tube, as if it is three dimensional with the back of the text being a darker colour than the front. Now let's try a little fade effect. The screen goes white and then fades to black very rapidly, giving a nice pulse effect.

```
Screen Open 0,320,255,2,0
Palette $FFF,0
Hide : Curs Off : Cls 0
Fade 2,0 : Wait 190
```

First a screen is opened and then the colour 0 is set to white or $FFF. Then the screen is faded to black in a count of two. Experiment with different values instead of 2 and see what happens. Next, we'll open a pair of screens, screens 0 and 1, and define their size and colours with a palette command:

```
Screen Open 0,320,80,2,0
Palette $0,0,0,0,0,0,0,0,$C40,$310
Curs Off : Flash Off
Screen Open 1,320,80,2,0
Curs Off : Flash Off
```

Both screens need the cursor and the flashing colour turned off. Next, we display both screens and turn on dual playfield:

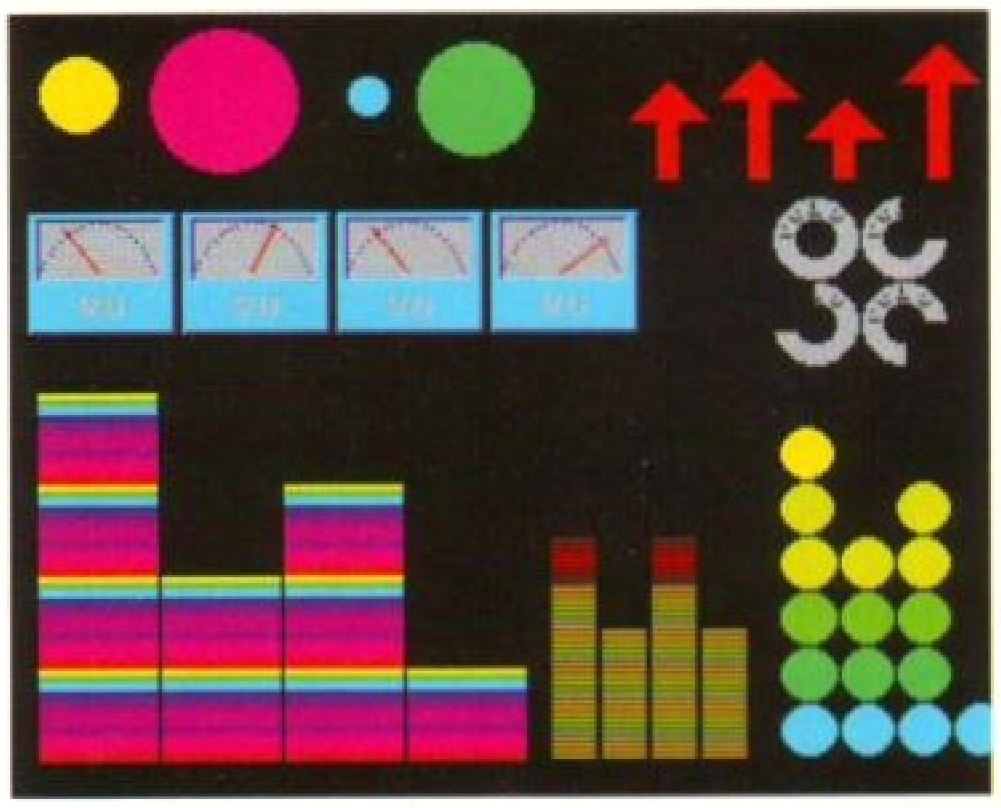
```
Screen Display 0,,170,,60
Screen Display 1,,170,,60
Wait Vbl
Dual Playfield 0,1
```

If you forget to turn dual playfield on then you only see one of the scrolls, or the "back" of the letters. Engaging dual playfield means that you see both fields at once.

First we look at screen 0 and set the palette:

```
Screen 0
Palette $0,$FFF
Curs Off : Flash Off : Hide
```

Continued overleaf



Many additions are possible, like VUBars, but bear in mind everything you add takes processor time.

Now we define the scrolling motion, using Def Scroll:

```
Def Scroll 1,0,0 To 320,71,-2,-1
Def Scroll 2,0,0 To 320,71,-2,1
Def Scroll 3,0,8 To 320,52,0,-1
Def Scroll 4,0,8 To 320,52,0,1
Screen 0
Screen 1
SC=250
Screen 0
Ink 1
```

Set the ink colour (in this case colour 1 or white), and we can then go on to set the scroll variable:

```
TX=1
```



You can make VU meters in almost any form, especially if you intend to compile your program for final release.

This is the start point of the scroll and must be reset at the end to ensure the scroll loops around and the text starts over again.

Now we need to type out the scrolly text :

```
TX$="This is the exciting 3D spiral
scroll designed in AMOS originally by
the brilliant BENSON aka Leslie Benzies
and adapted by Amiga Format...     "
TX$=TX$+"!"
```

After the scroll is finished the ! is seen by the program and the TX variable is reset to 1.

Next we come to the main program loop which actually does all the work. The combination of the four scrolling moves (up and left and down and right) combines in the dual fields to create the effect:

```
Do
   For GL=1 To 8
      Screen 0
      Wait Vbl
      Scroll 1
      Scroll 3
      Screen 1
      Scroll 2
      Scroll 4
      Screen Copy 0,0,0,300,1 To 1,0,0
          Screen Copy 1,0,58,280,61 To
0,0,58
   Next GL
```

Then the ! symbol is checked to see if it has come up in the text. If it has, then the scroll loops around.

```
   Screen 0
   If Mid$(TX$,TX,1)="!"
      TX=1
   End If
```

And finally the text is printed to the screen using the graphic text command TEXT:

```
   Text 310,68,Mid$(TX$,TX,1)
```

All that remains is to increment the TX variable to bring in the next letter for printing on to the screen and scrolling, and that's the whole program.

```
   Inc TX
Loop
```

The loop command closes the main program loop and means that the program will continue to scroll around until you press CTRL-C. Each letter is printed on to the screen and scrolled diagonally. And there it is – a perfect, curvy 3D spiral scroll.

Slide remarks

Slideshows of your graphics are easy to produce, as all you have to do is save the IFF files to memory banks as Spacked screens. Once you have the screens in memory, you can play back a sample or a piece of tracker music and then simply unpack the screens to the current screen. If you don't want to wait with a blank screen while the picture unpacks you can simply unpack to a different screen and the picture will snap into view. Or you can fade in and out using the Fade command, or even do a cross fade with appear, taking out one picture and making another come in.

A slideshow demo we made recently featured some digitized pictures and a sample of orchestral music. The sample was loaded into bank 5, and banks 6 to 14 were packed pictures.

The code to drive the slideshow was as follows:

```
Hide : Curs Off : Cls 0
_MUSIC
Do
   For N=6 To 14
      Unpack N To 0
      Wait 200
   Next N
Loop
Procedure _MUSIC
   Sam Loop On
   Sam Play %11,1
End Proc
```

It's simple, but effective. Unpack automatically opens a screen, so if you were going to compile it you'd need to use screen open first or it won't work.

Bob's yer uncle

You already know how to move bobs around, and this is easier in demos than it is in games, as for the most part you don't need any collision detection. All that you require is a path for the sprites to follow.

You could go to the trouble of making an attack wave or drawing a path with the mouse using the AMAL Path command (see your AMOS manual) but some of the simplest and best bob screens can be had from simple geometric shapes such as circles and

That listing in full

```
Rem * Scrolly Spiral *
Rem
Screen Open 0,320,255,2,0
Palette $FFF,0
Hide : Curs Off : Cls 0
Fade 2,0 : Wait 190
Screen Open 0,320,80,2,0
Palette $0,0,0,0,0,0,0,0,$C40,$310
Curs Off : Flash Off
Screen Open 1,320,80,2,0
Curs Off : Flash Off
Screen Display 0,,170,,60
Screen Display 1,,170,,60
Wait Vbl
Dual Playfield 0,1
Screen 0
Palette $0,$FFF
Curs Off : Flash Off : Hide
Def Scroll 1,0,0 To 320,71,-2,-1
Def Scroll 2,0,0 To 320,71,-2,1
Def Scroll 3,0,8 To 320,52,0,-1
Def Scroll 4,0,8 To 320,52,0,1
Screen 0
Screen 1
SC=250
Screen 0
Ink 1
TX=1
TX$=
TX$=TX$+"!"
Do
   For GL=1 To 8
      Screen 0
      Wait Vbl
      Scroll 1
      Scroll 3
      Screen 1
      Scroll 2
      Scroll 4
      Screen Copy 0,0,0,300,1 To 1,0,0
         Screen Copy 1,0,58,280,61 To
0,0,58
   Next GL
   Screen 0
   If Mid$(TX$,TX,1)="!"
    TX=1
   End If
   Text 310,68,Mid$(TX$,TX,1)
   Inc TX
Loop
```

ellipses. Take a simple curve drawing program:

```
Curs Off : Hide : Flash Off : Cls 0
CX=160 : CY=100 : RX=120 : RY=70
For Q#=0 To 2*Pi# Step 0.005
   X=CX+Cos(Q#)*RX
   Y=CY+Sin(Q#)*RY
   Plot X,Y
Next Q#
```

Add a sprite command and you're in business. First you need to load a sprite.abk file into the sprite's memory bank or you won't get anything on screen. Then you write the code as follows:

```
Curs Off : Hide : Flash Off : Cls 0
Get Sprite Palette
```

This sets everything up and makes sure the sprite is in the correct colours. Next you need a Do/Loop to make sure the sprite continues around the circle. The For/Next loop only takes the sprite around once and then stops, so wrapping it up in a Do/Loop means it goes on forever. (Until you press CTRL-C that is).

```
Do
   CX=160 : CY=100 : RX=120 : RY=70
```

These variables set the centre of the circle and the radius in the x and y directions. In our example the radius is 120 horizontally and 70 vertically which means we are showing a small flat ellipse.

Next we do the For/Next loop which does the calculations and prints the sprite on to the screen. 0 to 2*Pi draws a circle and the small Cosine and Sine calculations describe the arc of that circle. (This is a very useful routine, so make a note of it.)

```
   For Q#=0 To 2*Pi# Step 0.05
      X=CX+Cos(Q#)*RX
      Y=CY+Sin(Q#)*RY
      Bob 1,X,Y,1
   Next Q#
Loop
```

Make both the RX and RY variables the same and the arc described will be a perfect circle. You could make the ellipse travel from corner to corner too, with a very simple alteration to the program. See if you can figure it out for yourself!

Cue the Music

Adding music to your productions is simple with AMOS, as you just load the music into a memory bank as an abk or tracker file and run it. The music will run in the background while your demo runs, and only when you get a lot of sprite movement will the music ever miss a beat or slow down. Obviously the more fluid you want your demo to be, the less action you have to have, so you need to strike a happy medium.

Track Load, Track Loop and Track Stop can be used to control tracker modules (which we tend to use more often than not), and the more simple Music 1 to start and Music Off to stop if you have a tracker which has been converted into a ABK file. An example of using a music track can be found when we talk about VU bars in a moment. A VU bar is a visual indicator of the changing volume of a sound channel.

CREATING YOUR OWN SLIDESHOW

One enduring kind of demo is the slideshow. This is simply a set of pictures (usually digitised) which display in sequence. An advantage of slideshows is that they are very easy to code.

All you have to do is write a little program to load a sound module, load one IFF after the other, and display them. There are a couple of pitfalls – you have to make sure you don't load too few pictures (blank screens) or too many (your Amiga runs out of memory and crashes). One other thing to beware of when doing a slideshow is copyright infringement. Be aware that you can use any image so long as you have permission from the current copyright holder. If you don't get permission you can get into trouble.

Finally, for those who want an example of an AMOS program that runs from an icon but isn't compiled – *VMorph* on the ProTracker Coverdisk should do the job. It's called Autoexec.AMOS.



This picture has absolutely no copyright problems. From *The Age of Slack* by Black Dog Productions.

Room with a VU

One of the things which most demos have in common is VU meters, and in fact this is one of the reasons why AMOS has a range of commands covering these effects. This all happened backwards; an effect has been added simply because it makes the effects that people wanted in a programming language possible.

When AMOS was being made, all demos had VU bars, and so AMOS had to be able to do VU bars in order to be fashionable. These are very popular at the moment – although that doesn't mean you don't come across programs without these effects.



Here's a simple version of how VU works, with a row of numbers rolling up the screen showing you the level of each voice in a music track over time. First, load your tracker module with:

```
Track Load "<filename>",5
```

where <filename> is the full path of your track, like so:

```
Track Load "Work:tracks/mod.beatbox"
```

or whatever, then run this program:

```
Screen Open 0,640,200,16,Hires
Curs Off : Hide : Paper 0 : Pen 4 : Cls
0
Track Loop On
Track Play
Do
   S1=Vumeter(0)
   S2=Vumeter(1)
   S3=Vumeter(2)
   S4=Vumeter(3)
   Print S1,S2,S3,S4
Loop
```

It's a simple matter to pass this information in the variables S1-S4 to a sprite position on screen or even an image in a sprite bank, meaning the different levels will trigger a different image. For example, as there are 64 levels to choose from, make levels 0-8 trigger image 1, 9-16 trigger image 2, and so on up to the point where levels of between 57-64 trigger image 8.

Note that there is also an AMAL version of the VU meter instruction, which you'll find documented in your AMOS manual. AMAL is much faster if you're running from AMOS or RAMOS, but if you're compiling it is usually better to use the AMOS instruction to avoid any problems.

That's all folks

Now you have everything you need to create winning demos using only the simplest of techniques. Clearly, the quality of your graphics and sound has some bearing on it, and there are more complex techniques available to you if you want to make your demos even faster and more impressive.

One of the best ways to learn is to get some PD demos and take them apart line by line to see how they work. Don't forget to check out the memory banks using the ListBank command, as a lot of what you see on screen might be an AMAL program saved as a bank, or some graphics in a packed picture format or sprite bank. All banks are savable and editable in some way; packed pictures can be saved using SAVE IFF and sprite banks can be loaded into your favourite sprite editor. Even AMAL programs in a bank can be loaded into the AMAL Editor and examined. Once you've ripped all these programs to shreds, you can strike out on your own experimenting with things that you've 'borrowed' to see how they work, and then incorporating them in your own programs. It's a great way to learn, as you make a lot of mistakes, which means you have to keep at it for days on end until you fully understand it.

We're back to our scheduled program next month as we look at more advanced features for games, with ideas on attack waves, starfields, moving rainbows and the like. See you then.

TECH HELP

If you have any initial problems with your AMOS disk or technical problems with AMOS itself, phone Europress Software on 0625 859333 and ask for the Technical Help Dept. Additional software support is available from the AMOS Club, 1 Lower Moor, Whiddon Valley, Barnstaple, North Devon, EX32 8NW. Send them your name and address, and £12 per year (£15 overseas) and you'll get 6 issues of the newsletter full of AMOS hints and tips, plus a technical help phone number you can call to help you figure out any problems you have with your AMOS programs. Club members also have discounts on AMOS software; look for good reductions on *TOME series 4*, *CText 2.0* and *SpriteX 3.0*.

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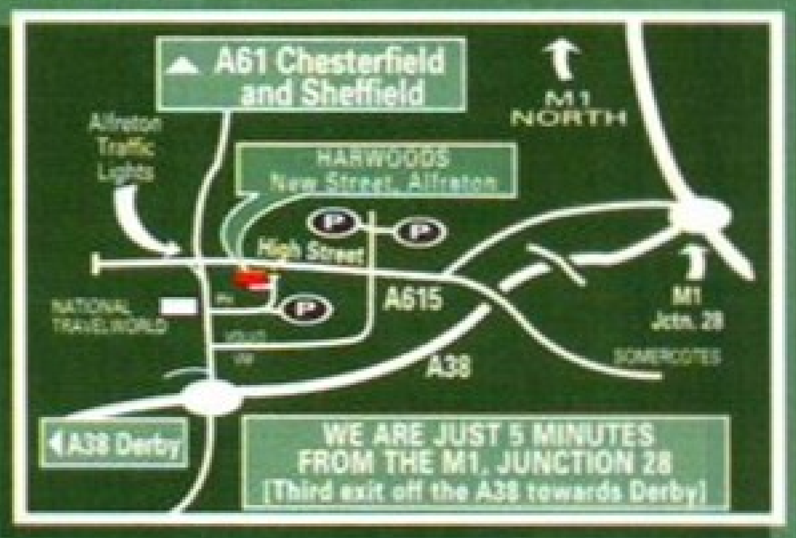
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Our review policy...

Amiga Format has been voted 'magazine most influencing buying decisions' by dealers in trade magazine *Computer Trade Weekly* for three years running. That's because *CTW* know our reviews are the most trustworthy; what we say, you seem to agree with.

Simply enough, that's because a) we know what we're talking about, and b) we're honest. We know what you want, because we're Amiga enthusiasts ourselves. And because we're Amiga experts, we test everything to the full and see how it performs.

We don't review anything 'on-site' and we won't review it if it isn't finished just so we can claim an 'exclusive'. If a product is let down by poor features, if it's difficult to use or if it's overpriced, we'll tell you. But on the other hand, if it's well worth the price, or does something amazing, we'll make you aware of the fact – and look out for the *Amiga Format* Gold award that distinguishes a truly excellent product, one that really stands out from the crowd.

How the Rating System Works

SPEED (marked out of 5) ●●●●●
Tremendously important for both hardware and software; there's nothing more annoying than waiting. A purely intuitive judgement.

DOCUMENTATION (out of 5) ●●●●●
Although there are some packages that are so simple that no manual is needed, complex items benefit hugely from a good explanation.

ACCESSIBILITY (out of 5) ●●●●●
The targets for all good products should be power and simplicity. This rating assesses how easy it is to get to grips with the item.

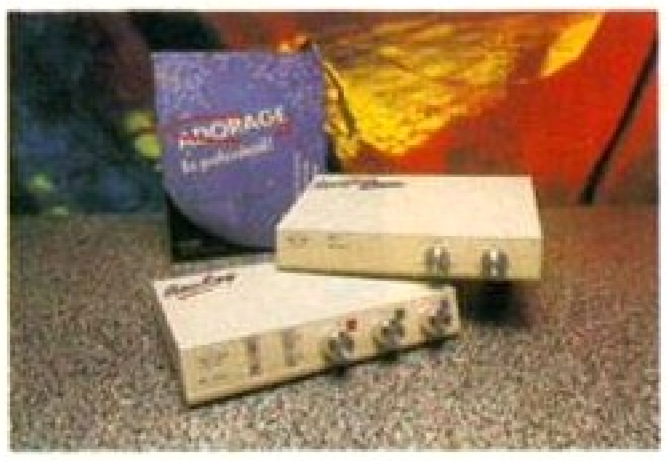
FEATURES (out of 5) ●●●●●
Does it do what you want it to do? How well does it do it? And does it also do lots of other things that you'd never have thought of?

VALUE (out of 5) ●●●●●
A pretty important rating, this one; if a product does everything you could wish for, it's no use to you unless you can afford to buy it.

AMIGA FORMAT Verdict The Verdict, our at-a-glance overall rating, is a percentage: it's based on sheer quality, but with price taken into account ,so that you know what kind of a deal you get.

Let's get 'serious'!

Put those games away for a few moments and hear this. It's time for this month's serious selection and it's no laughing matter. So, what's in store for July?



Desktop video competition

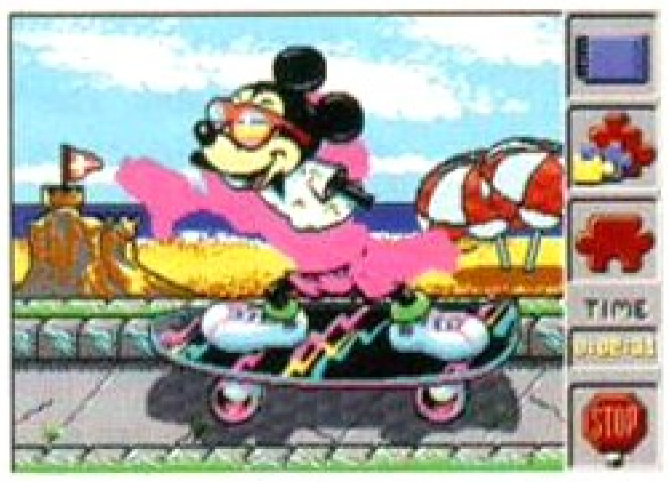
Amiga Format have teamed up with RocTec and Micro-PACE because we want to throw £1,360-worth (yep, there *is* a zero at the end) of desktop video kit at you. Don't just sit there! Get those entries in to us – once you've studied the questions on... **Page 125**

Vertical software
TYPING TUTORIALS

Limber up those fingers and find out how to tap the light fantastic over that Amiga keyboard. Is this the quickest way to QWERTY, or a shortcut to longhand? Turn to... **Page 126**

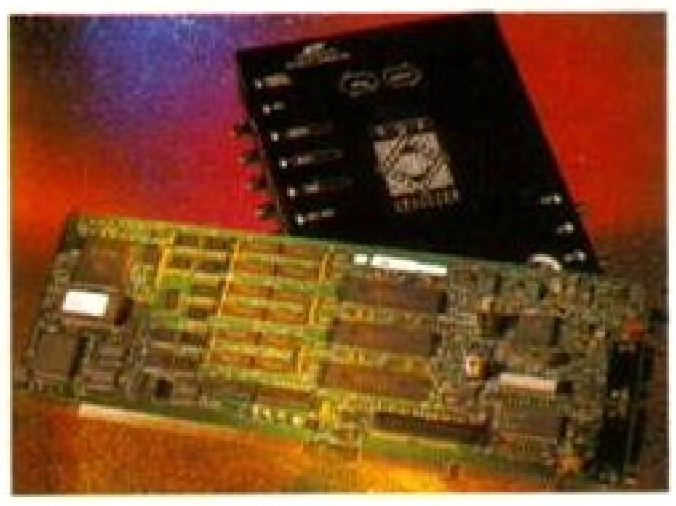
Databases
MUSIC/GARDENING

Two new programs from ARK – one for keeping track on your record collection, and another to help bring order to the border. Check 'em out; this is seriously good software indeed, and it's there for inspecting on.... **Page 129**



Educational software
DISNEY

Mickey Mouse comes to the small screen as toddler's tutor in this new suite of educational software. Find out what's really in a (big) name, and whether it can be of genuine educational benefit. **Page 132**



Hardware
IV24

IV24 hardly left us breathless when it appeared on the 24-bit graphics scene. But GVP have polished up the product, and added some extras. But how much better is it? **Page 116**



Emulator
EMPLANT

Want to run those Mac packages in glorious technicolour on your Amiga? It could be more trouble than it's worth. Make up your own mind on... **Page 116**

Hardware
POWER'S HD DRIVE

Having trouble squeezing everything on to one disk? Power's High Density Drive will help you out. And as a special offer to AF readers, we've got £30 slashed off the price. Pick up a bargain on... **Page 123**

Hardware
BUBBLEJET PRINTERS

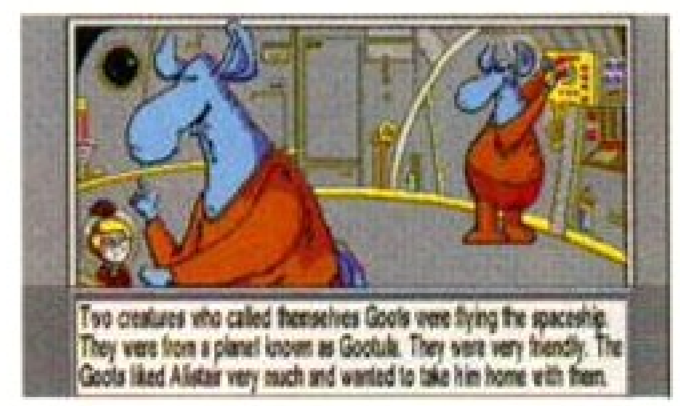
Bubblejet technology at budget prices has earned Canon a reputation as printer supremos. Do the two new additions to the family shape up? Turn to... **Page 138**

Peripherals
A1200 CONTROL CENTRE

A grand name for three feet of Amiga-shaped metal – but this newie is designed to get you organised out of your tidy mind. Hurry along to... **Page 139**

Educational CD
ALISTAIR IN OUTER SPACE

An interactive tale of Alistair and friends on their unfeasible adventures in the cosmos, on... **Page 142**



Utilities
ILINOIS PRO

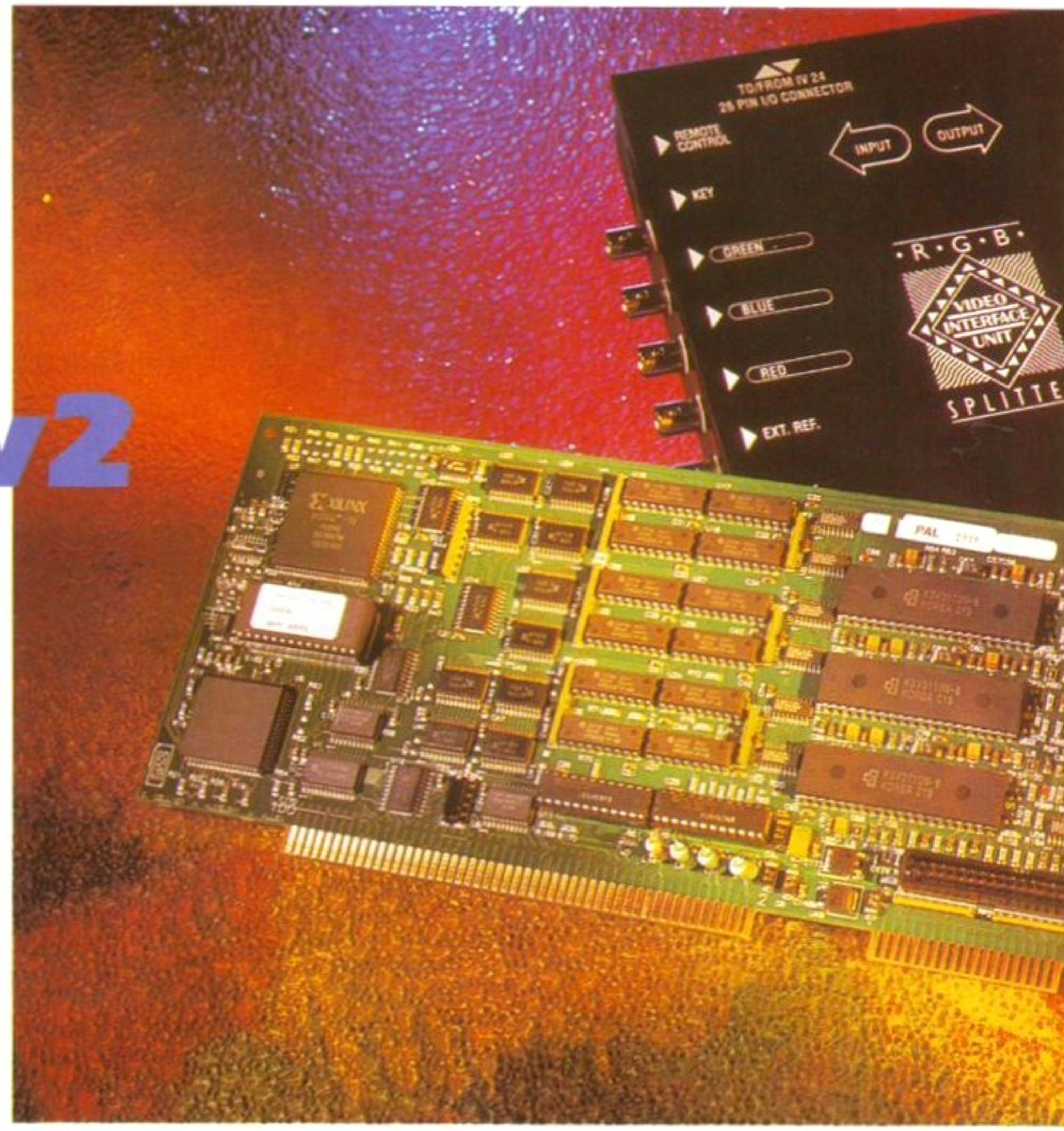
Do labels make you come unstuck? They're handy to have but a pain to produce. Code Works' new utility aims to solve the problem. The review's on the page labelled... **Page 142**

GVP's original graphics and video system was disappointing, but it looks like they've got it right this time. **Brian Larkman** looks at version 2's added attractions.

Impact Vision 24 v2

Graphics and video system

■ £999 ■ Great Valley Products



The new, improved version of the IV24 has a Video Interface Unit with RGB Splitter at the same price as the original system.

THE FIRST ANNOUNCEMENT of IV24 from GVP was greeted with great excitement. Compared with all the other 24-bit graphics systems available at that time, this one seemed to have everything; 24-bit frame buffer, framegrabber, genlock, flicker-fixer, 'picture-in-picture' (PIP) display, some of the best software – *Caligari* and *Scala*, and even a 24-bit paint program, *Macro Paint*. Only NewTek's Toaster caused more excitement.

In the event, like the Toaster, IV24 proved to be a great disappointment. The frame-buffer seemed so slow that the pointer left an RGB after image wherever it moved, the frame-grabber and genlock couldn't be used without an expensive RGB splitter, both *Caligari* and *Scala* were crippled demos of their former selves, and *Macro Paint* was bright green manure. Or that's how it seemed, first impressions and disappointment being what they are. Now GVP have brought out version 2 of the system with improvements all round including a Video Interface Unit (VIU), an RGB Splitter and much more for the same price. Maybe it's time for another look...

The system was reviewed on an Amiga B2000 with a GVP Combo 33MHz 030/882 accelerator, a domestic VCR and camcorder.

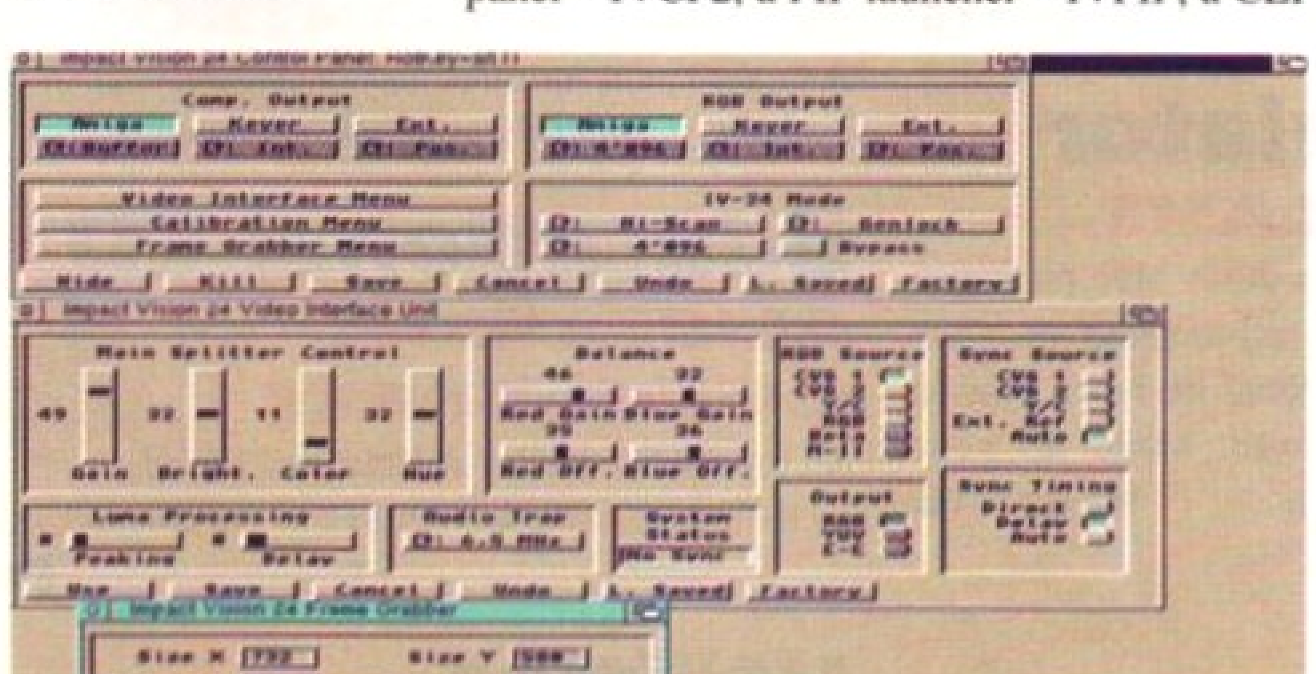
IV24 fits in a single Zorro slot, aligning with the video slot on an A3000/A4000, or connecting to video via a ribbon cable and adaptor board (which costs extra) on the A1500 or A2000. The board connects to a VGA or Multisync type monitor directly from a 15-pin socket or to a 1084 type monitor with a special cable. The VIU connects to the board via a (provided) 26-pin I/O cable. Inputs for Composite, S-Video (Y/C) and RGB sources, sync generation and signal line stabilisation, plus Composite and S-Video output are all provided on this unit. The board, VIU, cable and manuals are all up to GVP's usual excellent standards. (The *Caligari* manual for instance, is better than Octree's own.)

Installation of all system and bundled software is carried out easily with a single instal program. A full description of this software is impossible to fit on these pages so let's just try the 'look and feel'...

The system software consists of a control panel – IVCP2, a PIP launcher – IVPIP, a CLI framegrabber – IVGrab, and a 24-bit image viewer – IVView. All of these maintain a consistent 'look' by using Commodore's interface guidelines. IVCP2 provides control over all aspects of Composite and RGB I/O mixing and levels, calibration, and frame grabber defaults. IVPIP creates a 'picture-in-picture' monitor inside a standard looking, resizable Amiga window. Controls are provided on the edge to resize the display, swap the PIP with the workbench (giving a remarkable, fully functioning, miniature workbench-in-a-window over a full screen display of the video input) or mix the two (video viewed on colour 0). An IVPIP window can also be displayed on any Intuition screen, so 'that film' can be watched while working at this screen! IVGrab and IVView do just that, controlled by the CLI or ARexx.



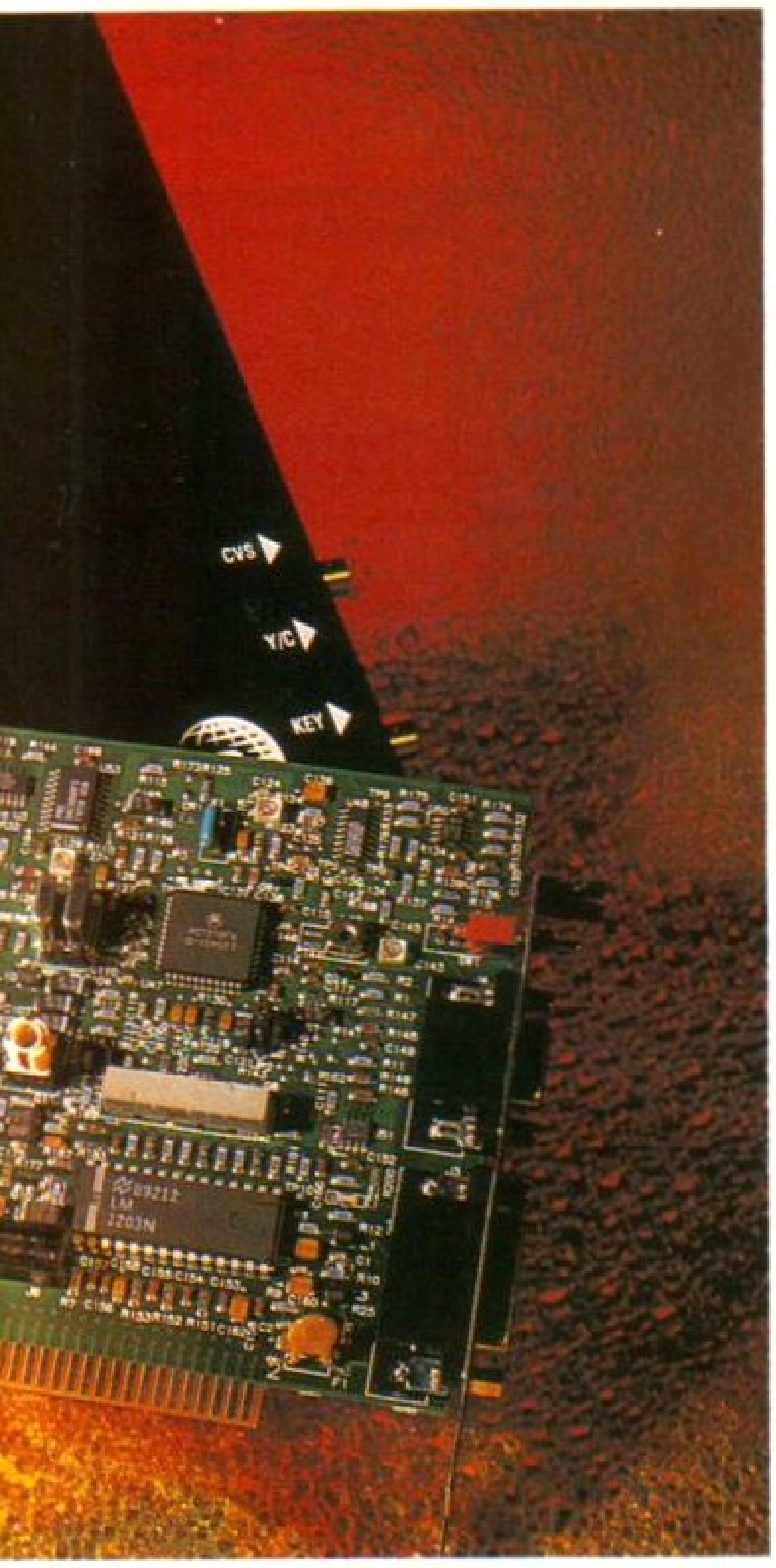
Manually using the Blend tool, soft edges merge the brushes into the background in the same way Paint/Image Processing systems do automatically.



IVCP2 provides control over all aspects of Composite and RGB I/O mixing and levels, calibration, and frame grabber defaults.

The bundled software now no longer includes *Scala*, but *Caligari* and *MacroPaint* are still there with a video wipes and transitions system called MyLAD (Live Action Director), and Desktop Darkroom, a frame-grabbing and image processing system. *Desktop Darkroom* makes grabbing full colour 24-bit images from video very easy with Freeze and Grab buttons.

A number of useful image processing tools are provided, though there is no control over convolution tables so new processes cannot be added to the system. This is especially noticable in the sharpening (Enhance) tool



NICE HARDWARE, SHAME ABOUT THE INTERFACE

The real attraction of the IV24 is that it has inputs for video. These allow it to do two different functions that would, on a 'standard' 24-bit card, cost extra. The first of these is the video wipes. IV24 can wipe between its own display and the 24-bit output. Big deal, I hear you cry, but this transition is entirely under user control. You can literally program your own custom wipes using ARexx. So, if you are willing to put in the effort, then no one can say "I've seen that done before".

The second clever bit of IV24 is the frame grabber, which lets you read video pictures straight into the frame buffer, for manipulation and cutting. Maybe it's not as good as, say, VLab from ACS, but it does the job. These two built-in features do bring the cost of the IV24 below the level of many other boards. However, you should remember that, although the IV24 hardware is very good, the software can be a bit temperamental and simplistic.

which just has one (mild) setting. There is also no Unsharp Mask, one of the most useful processing tools. The Mask and Load Addi functions allow excellent pseudo-alpha channel effects. Masking in general is well implemented. The separate Desktop Darkroom manual is good and contains a useful description of the principles of image processing.

MyLAD, on the other hand, has just a single card of instructions but that seems to be sufficient for this simple transitions and wipes system. 52 wipes are provided to perform transitions between two video sources. Why 52? Count the letter keys, upper and lower case.

The version of *Caligari* bundled with the system is far, far better than the original 'demo' version. In many ways it is very similar to *Caligari 2* (reviewed ***AF***34), but with 24-bit rendering. Using the *Caligari* system again after almost a year reminded me how brilliant the interface is. Objects and scenes can be moved, rotated and transformed in full perspective three-quarter view in such an intuitive way that sometimes it really feels as though the mouse is the object.

As well as the obvious 24-bit rendering to the IV24 board, a number of other features have been improved or changed, including much better animation control, an easier texture mapping system, and most important, greatly improved object editing. The inclusion of the Free Form Deformation editing control answers the main criticism of the *AF*34 review. The manual description is a bit brief so it will take lots of practice to get right, but it seems quite intuitive and adds a whole new ability to produce organic shapes.

Overall, the IV24 version of *Caligari* is a powerful professional modelling and rendering system, though it's still not quite up to the quality of *Imagine 2* or *Real 3D* apart from that divine interface.

Of all the bundled software in version 2 *Macro Paint 24* is the most improved. The original version was a pain – the range of tools was weak and they seemed sluggish and unresponsive. The pointer left a blurred RGB after image and the toolbox was a revolting bilious green colour. A part of the perceived improvement is the realisation that the curious and irritating pointer after image does not affect performance. It still creates a poor first impression of the program, but looks are not everything and it can be ignored. The Toolbox is a nicer colour now too.

The real improvements though, are in the functions themselves. *MacroPaint* now has all of the usual tools including a 'real' airbrush, custom brushes (with 'spare'), an excellent set of mask and stencil tools, a full range of gradient and special fills, and some very good paint and colour 'modes'. It also has some useful image processing effects that will work through special selected areas called 'regions', and full Arexx support, including four ARexx programmable 'buttons' on the toolbox. Although *MacroPaint* is still not a joy to use, it now works well and has some powerful and innovative features.

In addition to the bundled software, several programs provide support for IV24. *Art Department Pro* from ASDG has an IV24 Saver that will display in 24-bits, and *Real 3D* can render to the buffer if the correct library is present. The best use of the board comes, not surprisingly from GVP's *ImageFX*. This will use 24- or 12-bits as Preview and Render screens, although the blurry pointer appears here as well.

A top quality image can be obtained from a broadcast signal, especially from adverts – but of course you must be aware of copyright.



A final comment on the look of the IV24 software. As we have seen, appearances are only screen deep, but when there is a choice, many people are affected by what they see, especially if they don't use the product before buying. Of the software bundled, *MyLAD* and *Digital Darkroom* both seem to have been developed 'in house' at GVP, and *Macro Paint* only works with IV24. So it's a pity that they could not have had a consistent look with the other system tools; a GVP 'house style'. If these three, plus *ImageFX* – all GVP influenced products – had a similar look and feel, it would go a long way to making IV24 feel like an integrated system. It deserves it.

IMPACT VISION 24 VERSION 2
is available from Silica Systems 081-309 1111



This is a reasonable result considering it has received no image processing except for the removal of the motion effects and de-interlacing.

Impact Vision 24

SPEED	●●●
The curious RGB after image makes it look slower than it is.	
DOCUMENTATION	●●●●●
Up to GVP's usual standard. Everything has its own manual.	
ACCESSIBILITY	●●●●
A mixture of interface styles, but most programs are intuitive.	
FEATURES	●●●●
The software has been greatly improved and lots of goodies added.	
VALUE	●●●●●
Still the same price as the first version. Reasonable for what you get.	

Amiga Format Verdict 87%

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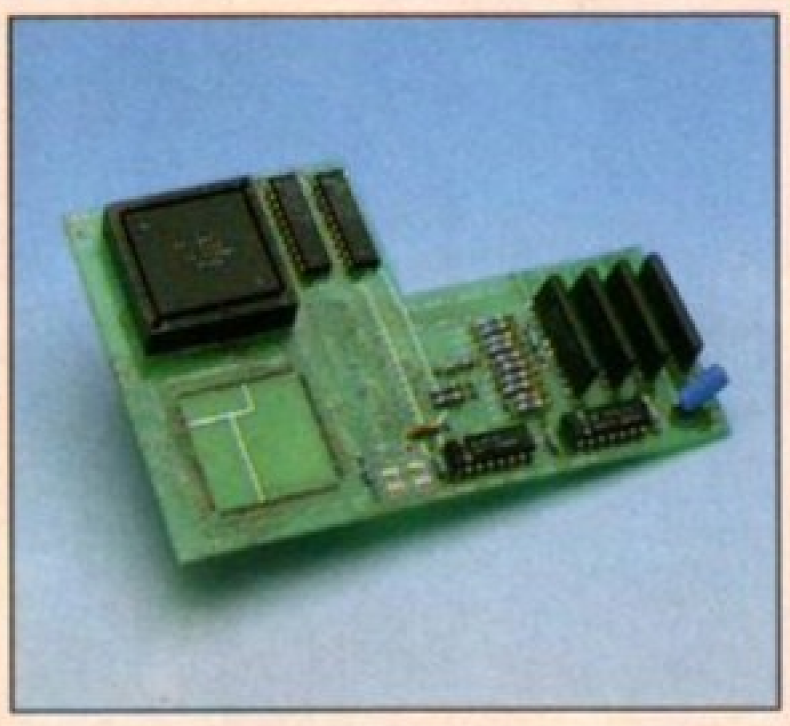
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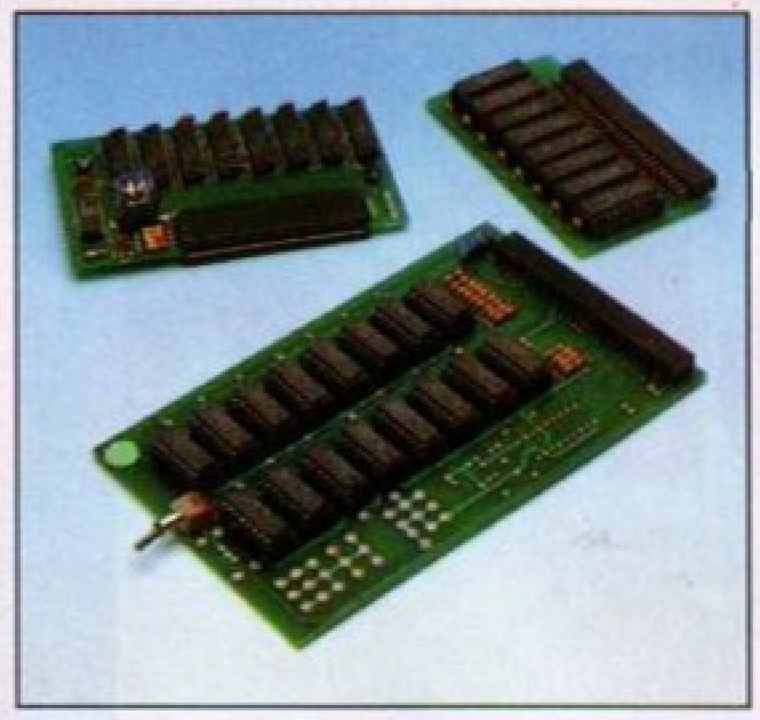
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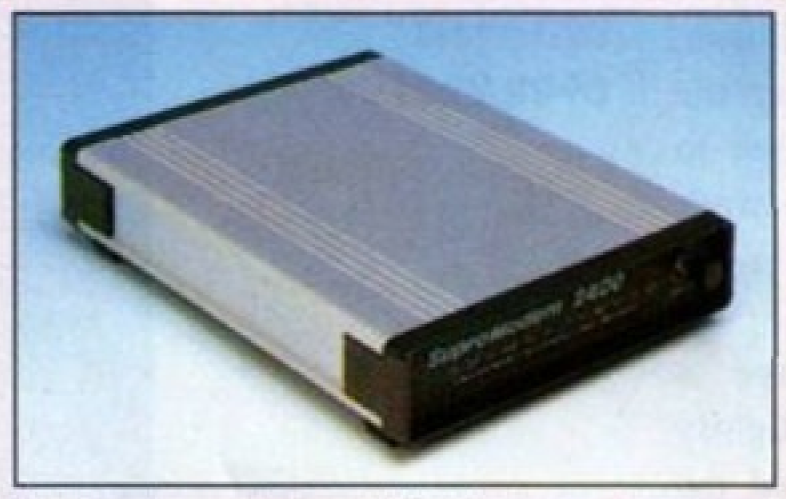
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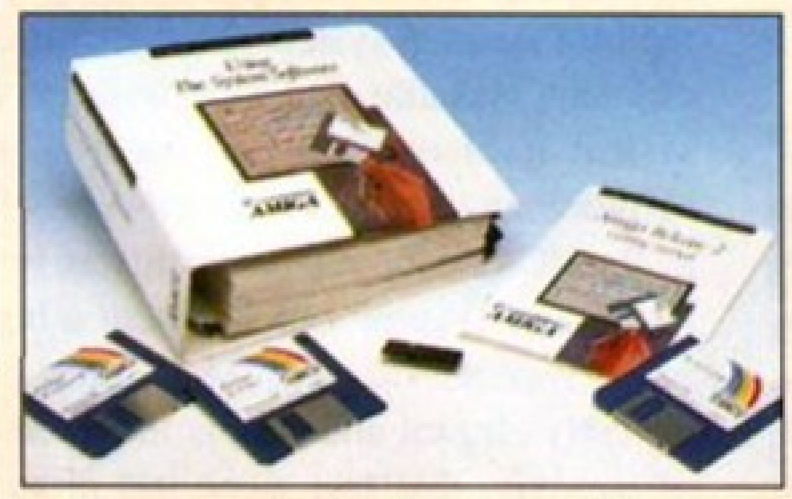
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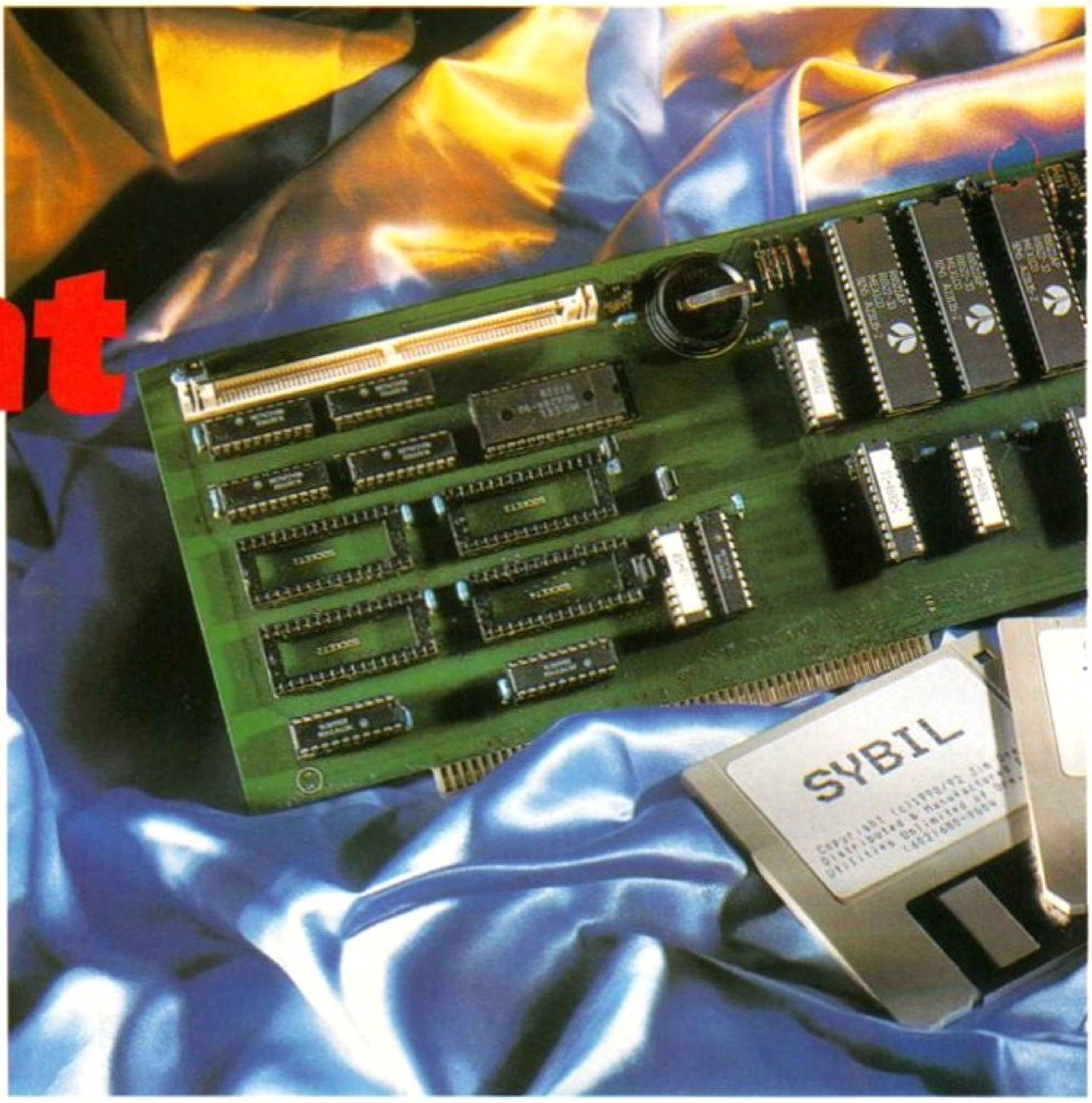
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Black and white Macintosh emulation has been with us for years. Can Utilities Unlimited do the unthinkable and give us a full colour Mac emulation? **Brian Larkman** tries out...

Emplant



Emplant brings full colour Mac emulation to the screen of your Amiga – but at a cost in terms of memory.

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EMPLANT is available from Blittersoft 0908 220196

THERE CAN BE little doubt in the minds of most Amiga users that their computer is one of the best desktop systems in the world. Cheap, efficient, versatile, and well-designed from the system level up, you only have to speak to software and hardware developers who work in the PC or Mac environments as well as on the Amiga to know which system is best.

Nevertheless, the Mac does have a superbly elegant and simple interface. Rightly or wrongly, that fact alone has promoted the Mac as the quality computer system, attracting multi-billion dollar support from business.

This success has meant that some of the best software in the world has been written especially for the Mac. Just try out *PhotoShop*, Quark *XPress*, *Painter* or *MacWritePro* and you will see what I mean. If you're thinking that you'll never be likely to do that, then think again. Emplant, a new Mac emulator from Utilities Unlimited gives you the chance to run sophisticated Mac packages in colour on the Amiga.

Emplant is described by its developers as an 'emulation platform'. When you look at the board you can see why. Sockets are provided for at least three types of chip, including SIMMs, so that virtually any operating system can be plugged in and used. In this way Emplant can emulate many different computers on the Amiga. At present only the Mac IIx emulation is available, but MacLC, Quadra, 386/486 PC, Mega ST, Atari Falcon, SEGA and NES/SNES modules are planned.

Initially, operation is similar to using AMaxII Plus. Suitable operating system ROMS – in this case 256Kb MacIIx ones – are plugged into the board, which is fitted to a vacant Zorro II/III slot. At this point, the two emulations start to differ. AMaxII needs the ROMS to be permanently fitted; Emplant just copies them to a special folder on disk and then they must be removed.

To set up Emplant for use, a small program must be added at the very beginning of your start-up sequence to reserve memory. This resets your Amiga very early in the start-up cycle – a minor annoyance. Starting the program takes you immediately to a set-up window where the ROM image can be selected, memory configured, video display driver loaded, and other parameters set. The manual gives clear guidance on this and all aspects of setting up and use. Once this configuration is saved, the emulation can be launched from Shell or start-up sequence using an 'auto' command to bypass the configuration in future. However, using a program such as *MBPress* in your start-up means that the emulation can be launched directly, by holding a mouse button when you switch on and bypassing the Workbench completely.

Jumping straight in from the Shell like this denies you the chance of seeing what could be a strong contender for the eighth wonder of the world – a Mac running *PhotoShop*, revealed by pulling down the Amiga Workbench screen.

Yes – this system multi-tasks fully, allowing the Amiga to render a ray-trace while the Mac is word processing (or vice-versa). As a Mac running System 7 will itself multi-task (sort of), it is even possible to run two or more programs on each system.

Launching the emulation allows Emplant to load the ROM image, then find the Mac System folder to launch Finder – Apple's name for the desktop. The System Folder can be on a floppy or a hard drive partition, selected during configuration. Any mounted partition can be used, making it very easy to set up a Mac hard drive. Emplant can also recognise an AMax Mac partition, and run the Finder from a System Folder on it. On my 6.2 revision B2000, I couldn't boot the Finder from the hard drive, though once booted from a floppy system, the AMax partition could be used perfectly. This was almost certainly a quirk of my machine as I tried Emplant on several other 1500/2000s with no problems.

Once booted up, the emulation runs perfectly as a Mac II. On a pre-AGA machine it provides 16 colours and uses the standard Mac *QuickDraw* dithering to display 8-bit or even 24-bit images in *Studio/8*, *PhotoShop*, *FreeHand* and Quark *XPress*. However, dithered 16-colour images are pretty useless in any sort of bitmapped paint program, so if you are hoping to use *PhotoShop* effectively on an Amiga 2000 or 3000, forget it.

This brings up an important point. If you are buying an A4000 to run Mac software, why not just buy a Mac? Apart from the brilliant prospect of a multimedia machine that will run Amiga, Mac and PC applications in full colour, all at once, the main answer is price. A Quadra 700 – if you can find one – costs around £3,000 (including enough memory to be useable with the insanely greedy System 7). A Mac Centris 640 will be about the same. An equivalent Amiga 4000 will cost £500 less with memory, and that price could be about to drop further. But – and there's always a 'but' – as you begin to use Emplant on an A4000, you realise just how slow the IDE drive is.

Even more than the Amiga, the Mac system provides window layouts, requesters, standard icons, menus and other features direct from ROM. As this has been copied to disk, every new window, requester, menu or icon that you require has to be loaded – and the IDE is just not up to the job. Some speed can be gained by using more buffers on the Amiga side (AddBuffers in the start-up sequence) but



too many uses up lots of RAM. Fitting one of the new SCSI2 controllers will rectify matters, but at a Mac-sized cost.

Although the interface seems slow, the actual processing is very fast. A standard A4000/040 is just about equivalent to a Quadra 700 without caches. When a 32-bit clean version of Emplant (using all 32 bits of the bus) is available, it should be nearly as fast as a Q700 with caches. An A2000 with a 33MHz 030 (an 020, 030, or 040 is an essential requirement for Emplant) is roughly equivalent to the old MacIIfx or the new MacVX.

But 32-bit 'hygiene' has another implication. As with virtually any graphical system, you cannot have too much memory to run a Mac emulation. This is especially true if you want to use the Mac's powerful new System 7 which requires a minimum of 4Mb of RAM, plus more for programs. Until Emplant is 32-bit clean, not all of the Amiga's memory can be accessed so a 9Mb Amiga gives roughly a 5 Mb Mac. (Some memory has to be left available to the Amiga anyway.) The 32-bit clean version will be able to use all Amiga memory – and you will need it. Even with 12 Mb on a MacIIci, *FreeHand* can run out of memory very quickly when you start using scans, so your Amiga will need gallons of RAM juice.

Emplant works extremely well on an A4000 and almost as effectively on an A1500, A2000, or A3000, with the restriction of 16 screen colours. Unfortunately, there is one other limitation of the Emplant system; her name is Sybil.

For an emulation to be complete it must be capable of reading and writing disks in the emulated format. AMax does this by connecting a Mac 880K drive to the cartridge or – using the AMaxII Plus board – by diverting the data going to and from your Amiga drives to the board. This contains suitable hardware to emulate the Mac's curious variable speed drive mechanism. After a few initial teething problems, this now seems to work perfectly.

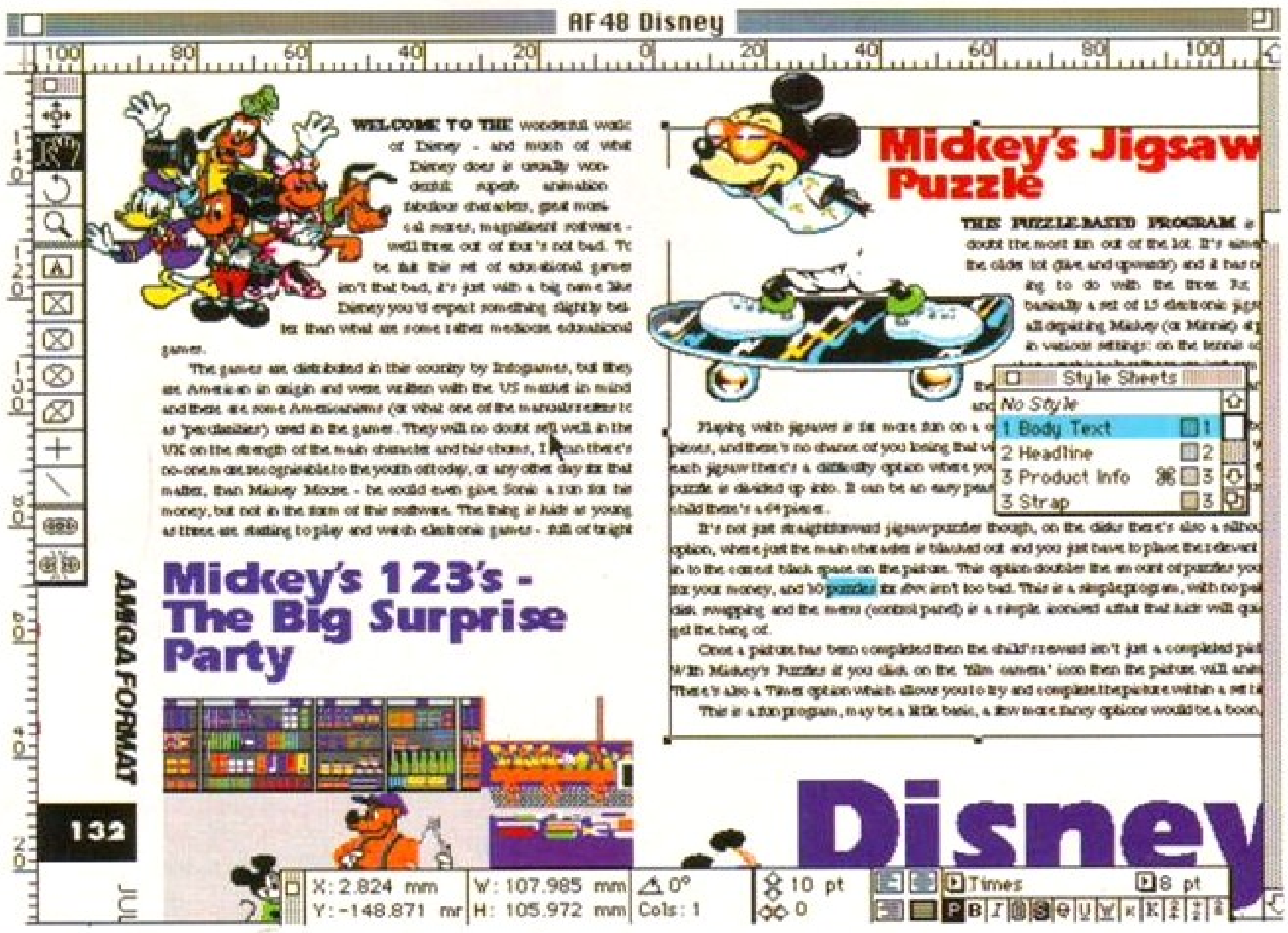
Emplant, on the other hand, uses a hardware device (Sybil) connected to the parallel and video ports. With a certain amount of tweaking this can be made to read and write Mac 880K disks but not with any great degree of accuracy. While Sybil is accessing the disk the screen display is completely corrupted, which is both alarming and annoying. Overall, Sybil is extremely irritating and she is to be avoided at all costs.

There are several ways to achieve this. If you are using floppies as system disks or for programs it is possible to copy them to a special Emplant format which bypasses Sybil. If you want to save data to use on another Mac and you have a PC conversion utility such as *Apple File Exchange*, or better still *AccessPC*, then use that to transfer data on a PC disk. Alternatively, if you can afford it, use a removable drive on Emplant's own SCSII port (a SyQuest perhaps) or use a separate Mac hard drive altogether.

By far the best solution is to use a high density (HD) disk drive. All new Macs now use these, so for true emulation, so should you. They work, because to gain PC compatibility, Apple abandoned the variable speed system for HD disks. All A4000s are fitted with them as standard – another reason for using a 4000 with Emplant. High Density drives are now available for Amiga 1500, 2000, and 3000 from Power Computing, but you will need WB 2.1 to use them. Remember also that without Sybil you will never be able to use 880K Mac disks. Quite a lot of software is still distributed on these disks only. Conversely, if you want to install System 7 you should have an HD disk drive as it is difficult to obtain on 880K disks. Like WB2.0, System 7 is a great advance over its predecessor but, unlike WB2, it needs vastly more memory to operate. If you can't afford an HD drive and are limited for memory, stick with System 6.03 or 6.07.

The future of Emplant seems to be quite bright. The software is being developed and upgraded very rapidly. The current system is quite fast in both 16 and 256 colour modes, and very fast on an A4000/040, especially with a SCSI. It now supports the 040's 'copy-back' mode so many operations are even faster, and should soon be 32-bit clean, adding more speed and avoiding the need for the MMU (which the 030EC and 040EC chips in many accelerators do not have). There will also soon be full 24-bit support for OpalVision and other Amiga frame buffers. On the Mac this means a true 24-bit desktop.

If you really need a colour Mac then Emplant can provide it, but you need lots of memory, an HD drive, and – if you want to do any painting – an A4000.



Here's a Mac-produced Quark *XPress* page, from this very issue of *Amiga Format*. This is how it will look once Emplant has let you port it over to the Amiga, in full colour.

Emplant

SPEED ●●●●
As fast as the equivalent Mac, whichever Amiga you use.

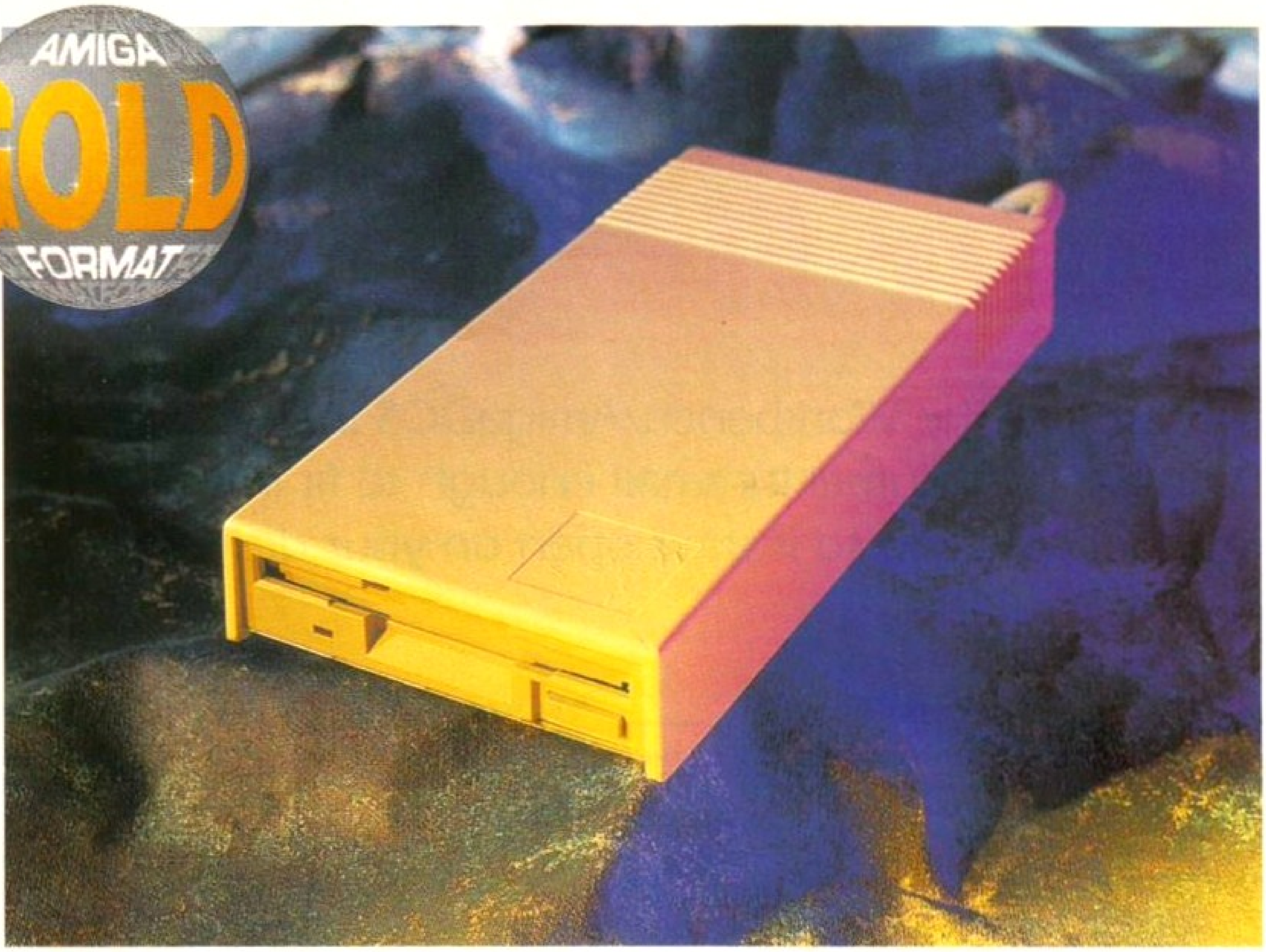
DOCUMENTATION ●●●●
A thick pamphlet but all you need is there.

ACCESSIBILITY ●●●●●
If you avoid Sybil everything is easy once you have got your ROMs and system software.

FEATURES ●●●●
Good and getting better every week. Needs a floppy drive port.

VALUE ●●●●
A colour Mac for £300!

Verdict 85%



For years, Amiga owners have longed for a disk drive that would allow them to save more than 880K of data on one floppy disk. Now you can with Power Computing's High Density Amiga drive.

Power HD Drive

High density drive ■ £99.95 ■ Power Computing

Are you having trouble squeezing everything on one disk? **Richard Baguley** investigates how many megs Power Computing's new external high density disk drive can pack in.

SOMETIMES, 880KB just isn't enough. If you're dealing with 24-bit graphics files, they will often be too big to fit on one disk, which will be a problem if you want to copy them between machines. With DTP, you will often want to copy files over on to a PC disk, and 720K isn't enough for most DTP files. In these situations, a high density disk could be extremely useful.

Power Computing's external high density drive could help to solve these problems if you're running an A500Plus, A600, A1200 or A4000. We reviewed it in the floppy disk roundup in ***AF***47 and gave it a rating of 89%. It would have been higher, but we thought it was too expensive. Now, thanks to a special deal between ***Amiga Format*** and Power Computing, you can buy one of these drives for only £99.95. See the box headed 'Special Offer' for more details.

Externally, the Power drive looks exactly the same as the other drives which Power supply. Inside, it's a different story. The mechanism is a standard 1.44Mb PC type, with the addition of a custom chip and a small RAM chip to handle the flow of data between the drive and the Amiga. The mechanism sends data faster than the Amiga can handle it, so the custom chip and RAM act as a buffer, holding the data and sending it out to the Amiga at a slower speed. It sounds complex, but it's completely invisible to the user, and the drive can be used in exactly the same fashion as any other.

To read data from the disk, all you have to do is plug it in and go. If you want to write to a disk, you will need to install a software patch program, which fixes several bugs in Workbench 2. If you don't install this, any disk inserted into the drive is assumed to be write protected, because the bugs in Workbench can corrupt disks when you write to them. Once you've installed the patch program, the drive reads and writes flawlessly, with both standard Amiga and PC disks read through CrossDos. The patch program goes into the start up sequence, and software to add the necessary line is included with the drive, although anybody familiar with *ED* (the Workbench editing program) should be able to do this themselves.

Disks formatted in this drive can be read in the high density drive fitted to the A4000, so this drive makes swapping files between machines much easier. It also works with CrossDos, allowing you to use high density PC disks, which can store 1.44Mb. This is invaluable if you're involved in DTP, as you will need to copy your postscript files on to a PC disk if you're printing pages on a professional typesetting machine, and these files can often be bigger than the 720K which you can fit on a double density PC disk.

This drive will prove invaluable if you frequently have to deal with large files. The software works flawlessly, and the designers at Power have done an excellent job in designing the custom circuitry used in this drive. We reviewed it in the floppy disk round up in ***AF***47, and awarded it 89 per cent. The only reason it didn't score higher was because we thought it was too expensive at £129. At the special offer price of £99.95, we've no hesitation in changing it to 93 per cent and awarding a Format Gold.

POWER HD DRIVE

SPEED ●●●●
Slightly faster than the high density drive included in the A4000.

DOCUMENTATION Not applicable
No manual was supplied with our model, but one isn't necessary as you just plug in and go.

BUILD QUALITY ●●●●
Tough plastic case which should withstand most impacts, and it has a good lenght of cable.

FEATURES ●●●
There are no extras included with the drive.

VALUE ●●●●
It was too expensive when it was £129, but with our special offer at £99 it's excellent value.

Verdict 93%

POWER HD DRIVE is available from Power Computing Ltd 0234 843388

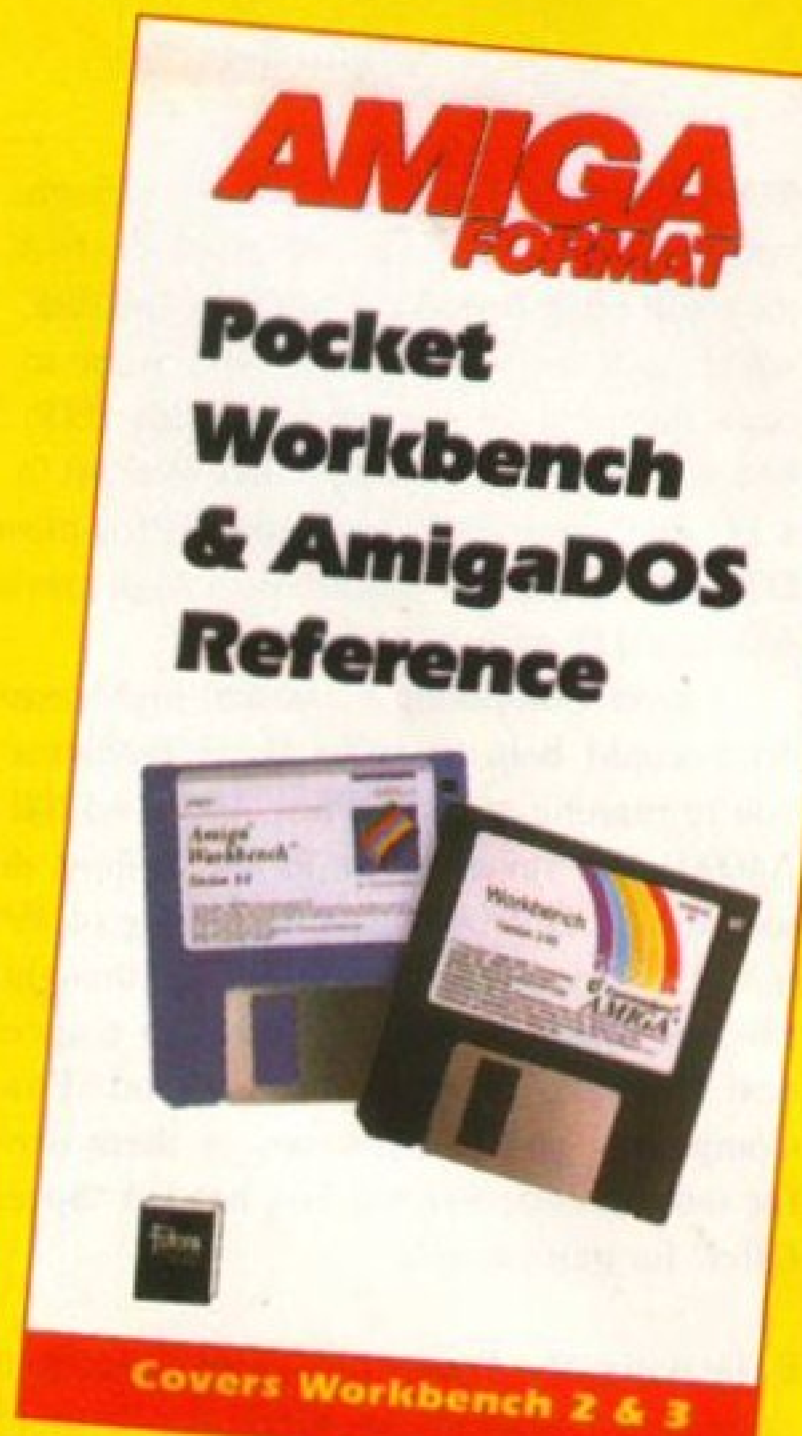


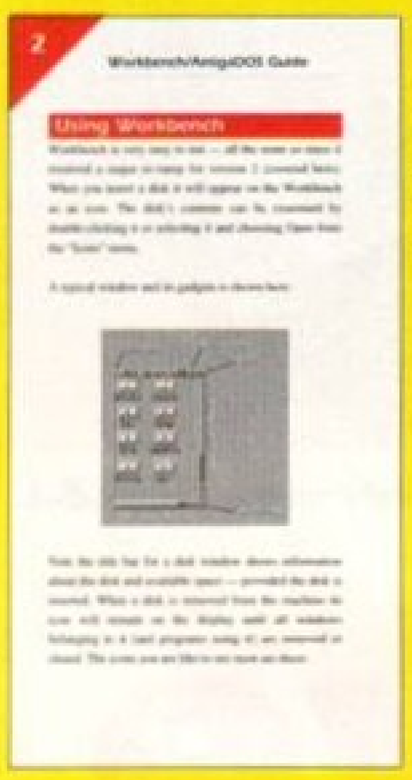
Special Offer

As a special offer to Amiga Format readers, Power Computing have reduced the price of their HD drive from £129 to £99.95.
All you have to do to buy the HD drive at this exclusive price is to cut out and send this form with your order to Power Computing Ltd, Unit 8, Railton Road, Woburn Industrial Estate, Kempston, Bedford MK42 7PN.

Information at your fingertips!

At last – all the Workbench/AmigaDOS info you need in one handy volume! It's small enough to fit in your pocket and wiro-bound so it stays open on your desktop. And it explains all this…

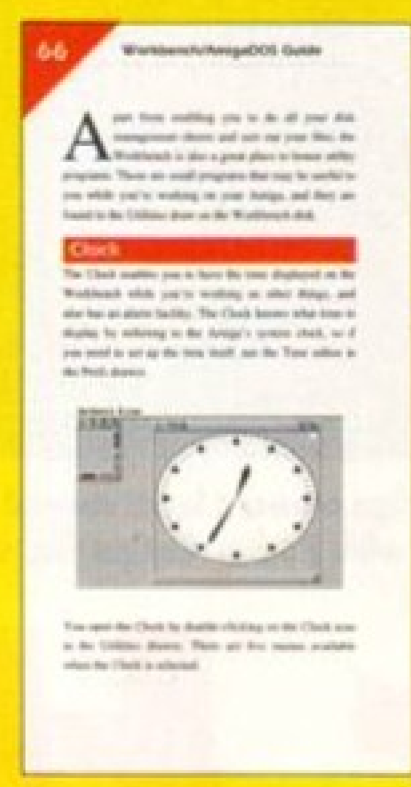




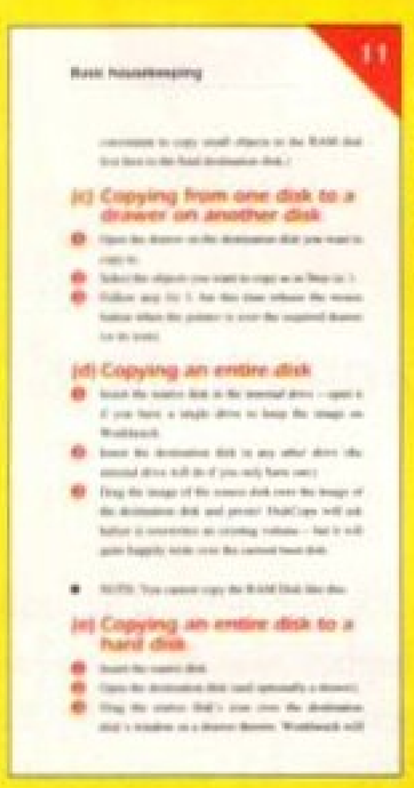
Workbench windows and 'gadgets': what they are, what they do and how to use them.



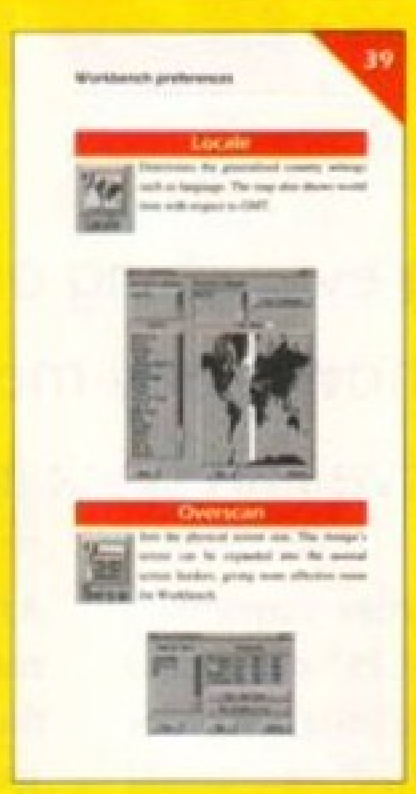
The Workbench menus: every menu option and its function explained.



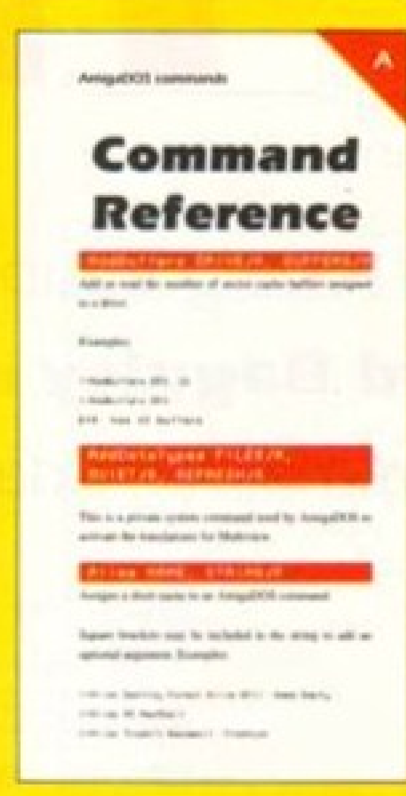
Workbench tools, commodities and utilities: what they are, where to find them, what they do and how to use them!



Routine Workbench tasks made easy: renaming, moving, copying and deleting files.



Workbench preferences: using the preferences tools to set up Workbench the way you want it.



AmigaDOS reference: a list of all AmigaDOS 2 & 3 commands, including function, command syntax, and simple instructions.

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Desktop video the RocTec way...

Or: Win yourself a genlock, a chromakey and some titling software

After reading our feature on desktop video we're sure you will want to have a go yourself. So Amiga Format, RocTec and Micro-PACE are bringing you this great video competition. Win yourself everything you need (except an Amiga) to add titles and exciting effects to your home videos.



ROCTEC'S BUDGET PRICED desktop video hardware has created quite a sensation here in the ***Amiga Format*** office, where their genlock scored an impressive 72 per cent in issue 30. The RocKey chromakey unit did even better in issue 42 where it was awarded a Format Gold and a score of 90 per cent. These two units are all you need to start adding titles and exciting *Top of the Pops*-style effects to your home videos.

You can add Amiga graphics to your video tapes, so with the minimum of effort you can produce *DPaint* titles that look like the real thing. But what do you do for all those really exciting text effects? Well, take a look at the *Adorage* demo on this month's Coverdisk. We have two copies of this excellent titling effects package to give away too. *Adorage* uses its own special animation format to give extra smooth title scrolling. All in all it's everything you'll need to give your videos that slick professional look that hides the shallowness of their content!

THREE SIMPLE QUESTIONS

1) What did *Adorage* score when it was reviewed in ***Amiga Format*** 47?

a) 110%
b) 18%
c) 78%

2) What does the three letter acronym DTV stand for?

a) Desktop video
b) Destroy television vans
c) Demolition time vision

3) Who directed the Cure's really, really fab *Close to Me* video?

a) The Pope
b) Tim Pope
c) Quentin 'Pope' Tarrentino

YOU MUST OBEY THESE SIMPLE RULES

1) The editor's decision is final.
2) No employee of Future Publishing, RocTec, or Micro-PACE UK may enter, nor may people born in the month of Decpriiber enter either.
3) The editor's decision is still final.

HOW TO ENTER

Simply write your answers to these three easy video-related puzzlers and send them to…

'Have we got a video' competition?
Amiga Format
30 Monmouth Street
Bath
Avon BA1 2BW

Closing date is 7 July 1993.

Your type of thing?

Touch typing does not come naturally – you've got to learn how to do it. But are there easy and interesting ways of doing it? **Paul Tyrrell** finds out and lets his fingers do the walking...



Who'd have thought racing cars could help you to learn to type? Building up your speed the Mavis Beacon way is fun and effective.

Mavis Beacon Teaches Typing 2

MAVIS BEACON is available from Software Toolworks 0444 246333

Disk tutorial ■ £29.99 ■ Software Toolworks

YOU MAY NOT be aware of the Mavis Beacon legacy, but her typist teaching packages have been widely acclaimed as the definitive tutorial systems. The Mavis system helps reinforce typing principles and develop techniques. Lessons take the form of racing games, which help increase your speed and an intelligent typewriter monitors your performance and spelling.

The good thing about this package is that you don't have to be a complete novice to benefit from it. The Mavis system is accessible at three levels – you're asked to define your skill level when you create a user identity, and from this Mavis learns about your proficiency. For the first few lessons, Mavis gauges your level of skill to identify which areas of your ability need practice. Most lessons reveal a double-spaced block of text which you must attempt to copy without looking at the keyboard. The letters you type appear under the set text, errors and the speed at which you type are noted so that Mavis can set an appropriate task which focuses on areas you have difficulty with.

The depth which Mavis scrutinises your performance is an impressive feat of statistics. Mavis reacts so that you quickly correct your faults and since each lesson focuses on a specific area, you get to the root of your problems straightaway. Eventually the program becomes a 'mother-like' figure, cajoling you into repeating one of the less interesting lessons when you want to race away at the 'Speed-typing Racetrack'.

It's hard to see how anyone with 10 fingers and a little common sense couldn't benefit from *Mavis Beacon Teaches Typing 2*. It's a well researched and well written program that is easy to use and flexible. It's an invaluable way of monitoring your performance as a typist from complete novice right through to an 80-word a minute super secretary.



By copying a line of text, your accuracy and speed can be assessed, and lessons adapted accordingly.

Verdict 85%



You can't miss your mistakes with *Touch Typist* – red flashes show you where you've gone wrong every time.

Touch Typist

Disk Tutorial ■ £16 (inc P&P) ■ Sector Software

TOUCH TYPIST is available from Sector Software 0772 452414

***TOUCH TYPIST* DOESN'T** have the maternal persona that the *Mavis Beacon* program has, instead it is a functional package. What it lacks in presentation, however, it makes up for in content. For a start, it's dedicated to the Amiga. When you load up, a picture of the Amiga keyboard appears and your mistakes are easily highlighted by red flashes, while green highlights are used to hint where you should put your fingers next. This is a far easier system to read than *Mavis Beacon Teaches Typing 2* which has a ghostly pair of hands which shadily follow your own across the keys. However, *Touch Typist* is dull to use – every lesson of the course is a text exercise in which you have to copy text at a certain speed and with a degree of accuracy. This quickly becomes boring, and because you have to enter your own parameters – the standards that you need to exceed in order to progress – it's difficult to tell if you're actually improving.

Touch Typist also becomes infuriating if you've failed to reach your goal during one lesson. Where *Mavis Beacon* would interject at this point to mention that you seemed a little annoyed about something, this program simply tells you to do the same lesson all over again... and again... and again...

Statistical analysis is also a focal part of *Touch Typist*, you can call up a graph to display your accuracy, speed, and so on. And it has much more emphasis on self analysis than *Mavis*, leaving you to organise a lot of study and not offering much encouragement or incentive to get better.

However, there are many features that make this program a rich course of study.

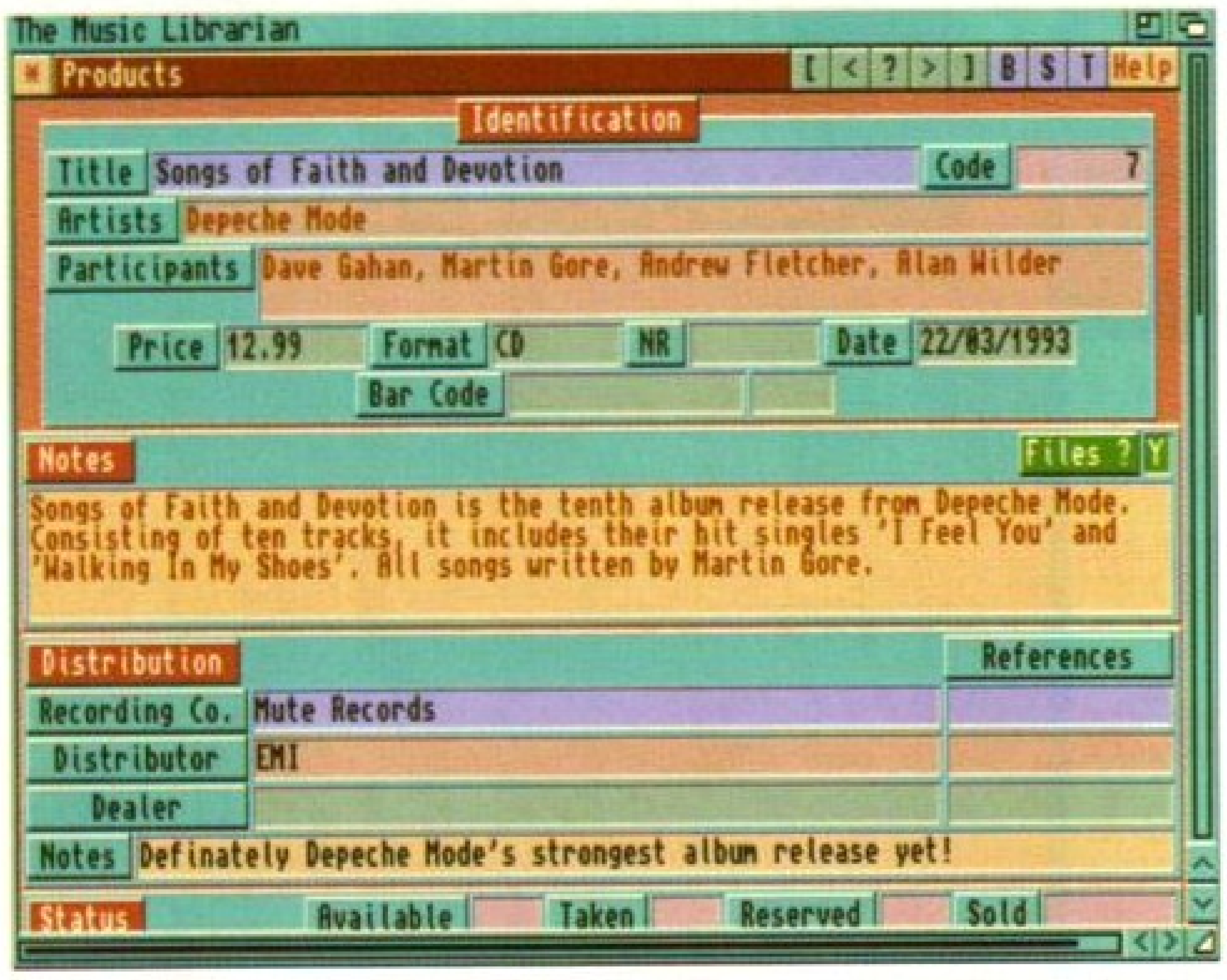


Practice makes perfect – *Touch Typist* lets you know your speed and accuracy all the way.

There is a sentence spacing system that superimposes the characters you type over the text of a lesson once you've finished it, proportionally spacing the letters according to the time it takes you to find them. This allows you to identify which areas of the keyboard you are finding hard to reach (though of course, *Mavis Beacon* does this automatically).

Touch Typist is a good program that would be excellent if it had an alternative, more interesting, method of learning.

Verdict 78%



Keep track of your record collection with ARK's new *Music Librarian*. Now where did I put that CD?

The Music Librarian

Music Database ■ £39.95 ■ ARK

THE MUSIC LIBRARIAN is available from ARK Software on 0983 551496

IF YOU'RE THE sort of person that enjoys your music, then you probably already know all too well how easy it is to lose track of the contents of your record collection. I can certainly speak from experience here – having spent the last eight years building up a collection of over 400 compact discs, trying to locate the disc which contains a track that I happen to want to listen to is an almost impossible task. To make life considerably easier for the music enthusiast, Applied Research Kernel (ARK) have launched *The Music Librarian*, a database system for music lovers everywhere.

Written using Oxxi's *SuperBase Professional*, *The Music Librarian* has been released to cater for just about anyone who needs to keep and manage highly detailed records (of the database kind) on records (of the musical kind). ARK see the product being of particular interest to record collectors, disc jockeys and professional music librarians.

At its simplest level, *The Music Librarian* keeps track of albums by storing detailed information within a 'Products' database that is automatically opened when you first load the program. Each database record contains a list of facts about the album including its title, the name of the artists that recorded the album, its price, its format (CD, LP, tape, DCC and so on), plus the date it was released.

You can also link an external picture or sound sample to each record. You could, for example, link a digitised picture of the album cover to the record, making the task of locating the album that bit easier.

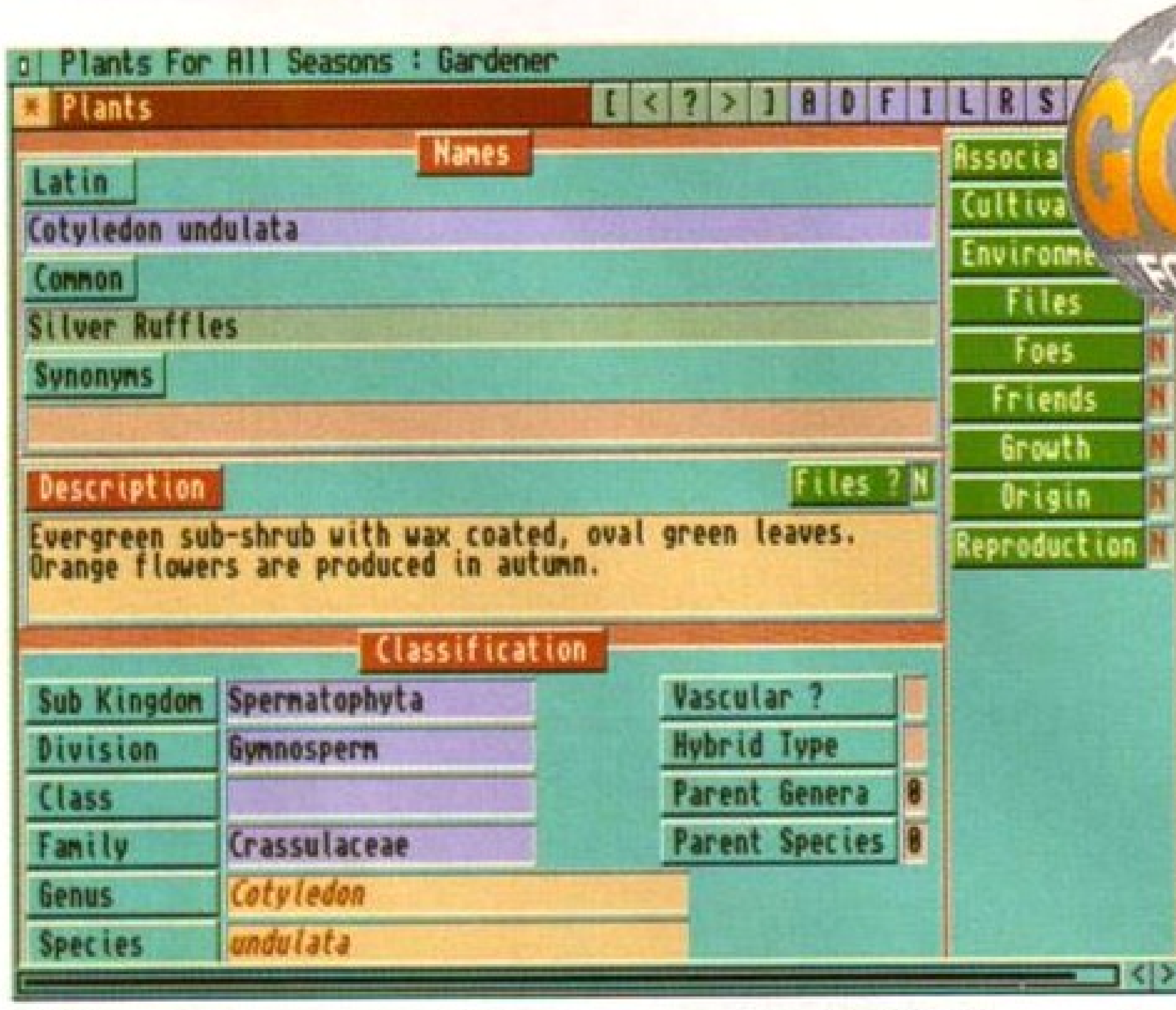
The Music Librarian also includes a couple of extra databases that can be linked to the main 'Products' database to make your record filing system even more detailed. On offer is a 'Library' database (for storing information on associated literature), a 'Mail List' database (for storing addresses of record companies, for example) and – most useful of all – a 'Tracks' database (for storing information on individual songs). All of these databases handle beautifully, with some very well-designed frontends that make *The Music Librarian* a very pleasing program to work with.

However, there has to be a small price to pay for such an efficient means of data storage. The only thing that lets *The Music Librarian* down is its rather absurd system requirements (1.5 Mb of memory at least) which is a result of Oxxi's *SuperBase* runtime system. Running the program on a floppy-based system can also be rather slow, especially once your database starts to expand.

If your music collection is getting unmanageable and you can handle the system overheads that *The Music Librarian* demands, then it's worth the investment. It could prove to be an absolute god-send to Amiga-owning record collectors.

Jason Holborn

Verdict **82%**



Well gwapple me gwapenuts! Even experts such as David Bellamy would find *Plants For All Seasons* useful.

Plants For All Seasons

Horticultural Database ■ £39.95 ■ ARK

PLANTS FOR ALL SEASONS is available from ARK Software on 0983 551496

SOME OF US dismiss gardening as nothing more than an excuse to get out in the fresh air on a Sunday, but you'd be surprised just how involved it really can be. As our more green-fingered readers will confirm, growing a plant from seed isn't just a case of digging a hole and putting a couple of seeds in the ground – far from it. Factors such as when and where the seeds should be sown, how much water they require and how often they should be fed all need to be considered if the plant is to grow successfully. If gardening doesn't come naturally to you, finding out this information is not always easy.

If you'd like to get your garden into shape, ARK's new release, *Plants For All Seasons*, could be for you. Like *The Music Librarian* (see above), *Plants For All Seasons* is a powerful database system designed specifically for handling information on a particular subject. This time, it just happens to be plants.

Although useful for storing information on your own plants, this program comes complete with a database containing detailed information on over 1,000 different varieties. This makes it ideal for horticultural students, garden centres and indeed any gardener who wants to find out more about the plants they can grow.

So detailed is the information provided by *Plants For All Seasons* that it's like having David Bellamy on hand every time you want information on a particular plant. Each plant is listed using both its Latin and common names along with extra information on its appearance. Quite a few of the records have pictures attached to them, so you can not only read about a plant, but you can see it too. Additional information on plant positioning, planting, maintenance and propagation is always on tap too.

One of the most impressive aspects of *Plants For All Seasons* is its powerful searching facility. This allows you to select any plant based around a number of different selection criteria. You could, for example, choose a plant by specifying when you would like it to flower, how high you would like it to grow and even the colour of its flowers. The program would then search through its records to find the plant that is most suitable to your particular needs.

Plants For All Seasons may not be the sort of package that will sell a million, but it's refreshing to see this kind of software being released for the Amiga. The one downside is speed; it is rather slow on a floppy-based system, and would benefit from release on CD-ROM – perhaps then it could be used in garden centres or colleges. This aside, *Plants For All Seasons* gets the (green) thumbs up!

Jason Holborn

Amiga Format Gold **90%**



WELCOME TO THE wonderful world of Disney – and much of what Disney does is usually wonderful: superb animation, fabulous characters, great musical scores, magnificent software – well, three out of four's not bad. With such a big name behind the release, you'd expect something better than a collection of what are actually some rather mediocre educational games.

The games are American in origin and were written with the US market in mind. Nonetheless, they are sure to sell well in the UK on the strength of Mickey Mouse alone – the main character in each game. But there's hot competition these days; children as young as three are starting to play and watch electronic games – full of bright colours, fast-moving characters and wicked animation. Big name or not, Disney have got to prove themselves in the software ratings as a worthy challenger to the existing market leaders. The games are aimed at a young audience: starting at age two-to-five for the numbers and letters games and five and up for the jigsaw and memory games.

Disney

Educational games ■ £25.99 each ■ Infogrames ■ 071-738 8199



Mickey's 123's – The Big Surprise Party



Mickey just can't stop counting, wherever he goes. He's even popped out for a spot of counting on location, down at Goofy's supermarket.

IT'S PARTY TIME at Mickey's house, though when you first see the eponymous mouse he's pushing up Zzzs in his armchair, so it's up to you to wake him up – which you can do by pressing a number on the keyboard. It's then up to you to help him organise his surprise party – although as everyone appears to know about it, it's not going to be much of a surprise to anyone. (Unless his parents are away...)

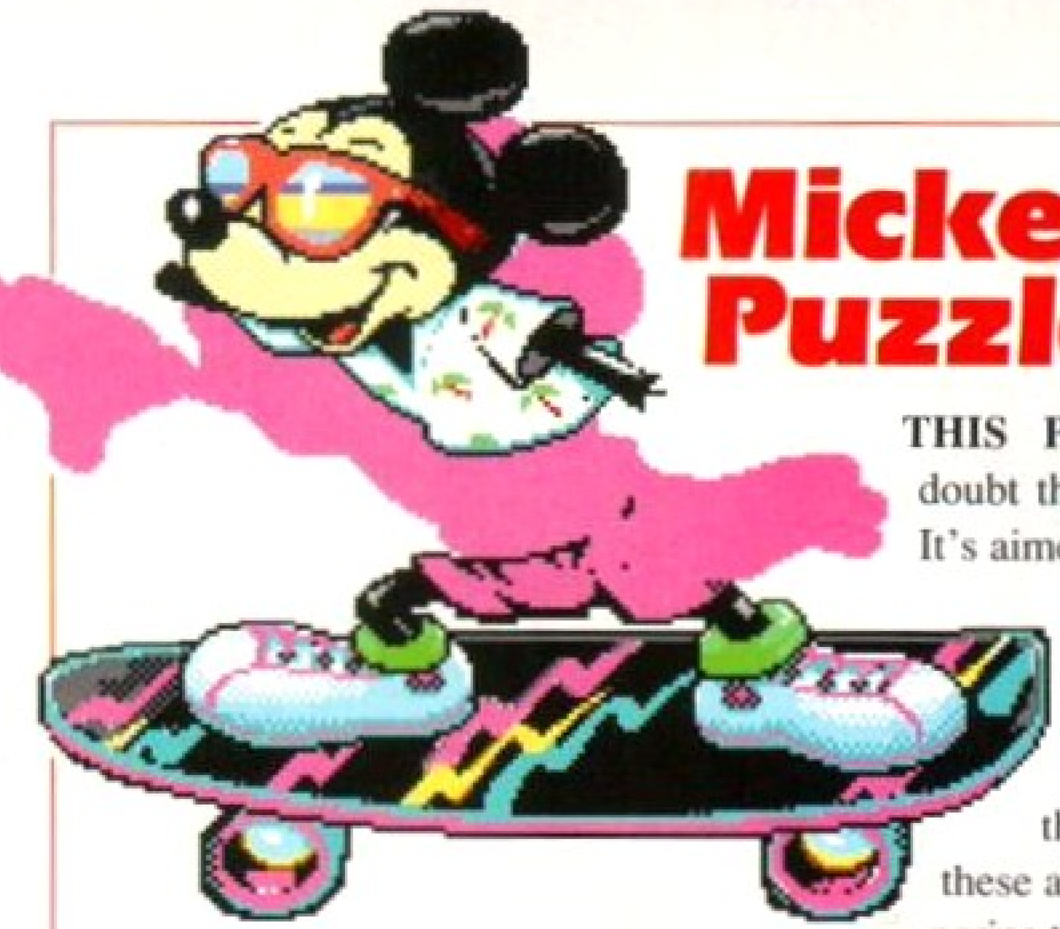
While organising the event you will not only have fun watching the cute little animations, but you'll also learn how to count from one to nine. Quite why it doesn't go as far as 10 is a mystery.

This is a fairly simple program and there's plenty of counting to be done: when Mickey is making his various calls, a press of a number on the keyboard magics Mickey to a vehicle to drive. If you press '4' there's a huge a puff of smoke, and four wheels are counted out on screen, which make up the four-wheeled Mickey mobile.

The counting continues as Mickey goes to the toy factory to get gifts made for his guests. Each toy's components has a number; press a number on the keyboard and the corresponding toy's parts are selected. Other activities include visits to the post office, and to Goofy's supermarket. The graphics will help keep children's attention far longer than traditional learning books, but the program is no great leap forward and some of the animation is very stilted. The accompanying manuals are informative and have a special parent's section with suggestions on how to utilise the programs to the full.

Verdict 71%

Mickey's Jigsaw Puzzle



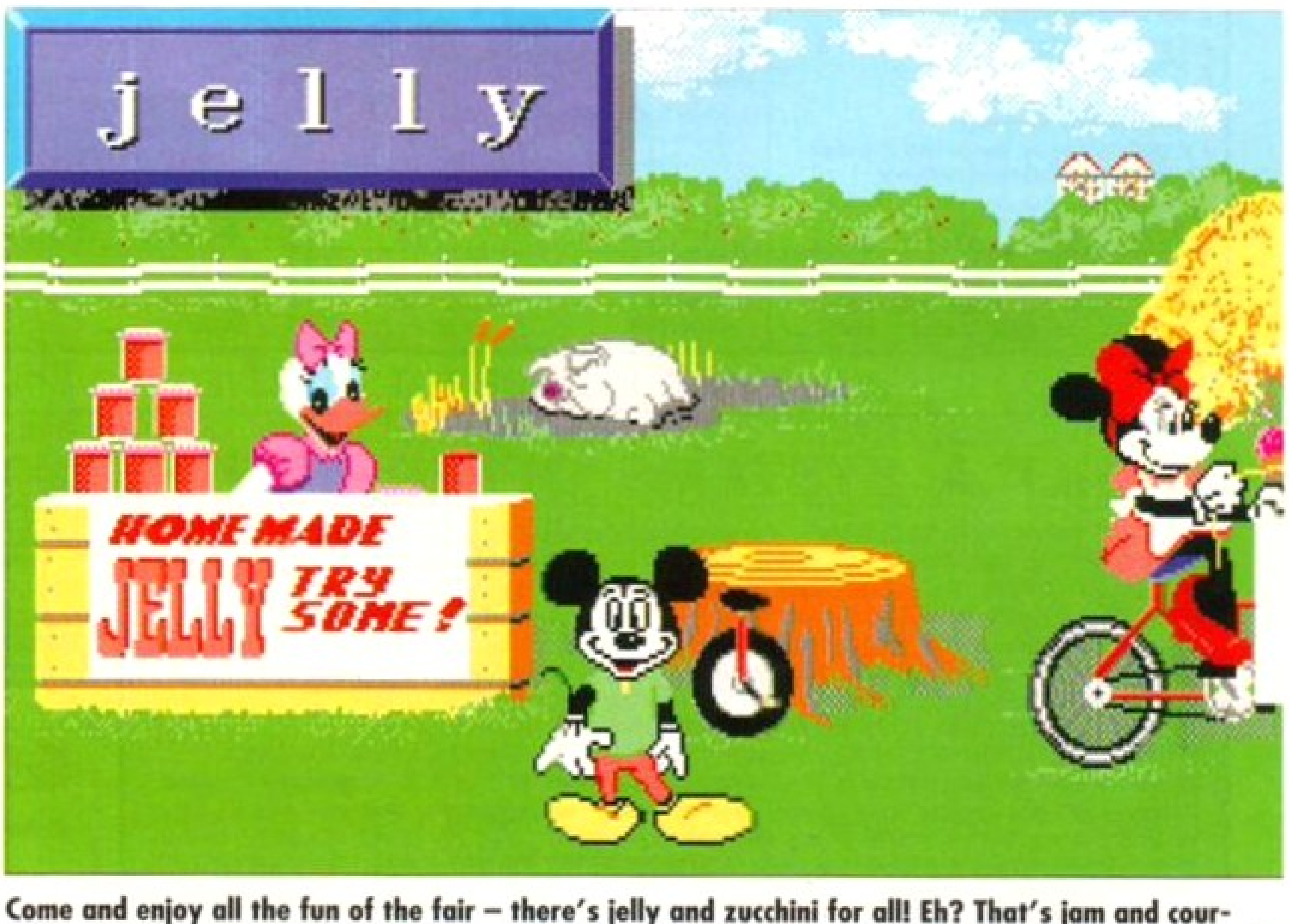
THIS PUZZLE-BASED PROGRAM is no doubt the most fun out of the whole collection. It's aimed at the older tot (five and upwards) and it has absolutely nothing to do with the three Rs; it's basically a set of 15 electronic jigsaws, all depicting Mickey (or Minnie) at play in various settings: on the tennis court, at an aerobics class – these are just some of the brightly coloured scenarios that kids can try to piece together.

Playing with jigsaws is far more fun on a computer screen than fiddling around with awkward little cardboard pieces – for a start, there's no chance of you losing that vital last piece that completes the picture. With each jigsaw in the set there's a difficulty option where you can decide the number of pieces that each puzzle is divided up into. It can be an easy peasy four-piecer, or for the older, jigsaw-wise child there's a mammoth 64-piecer.

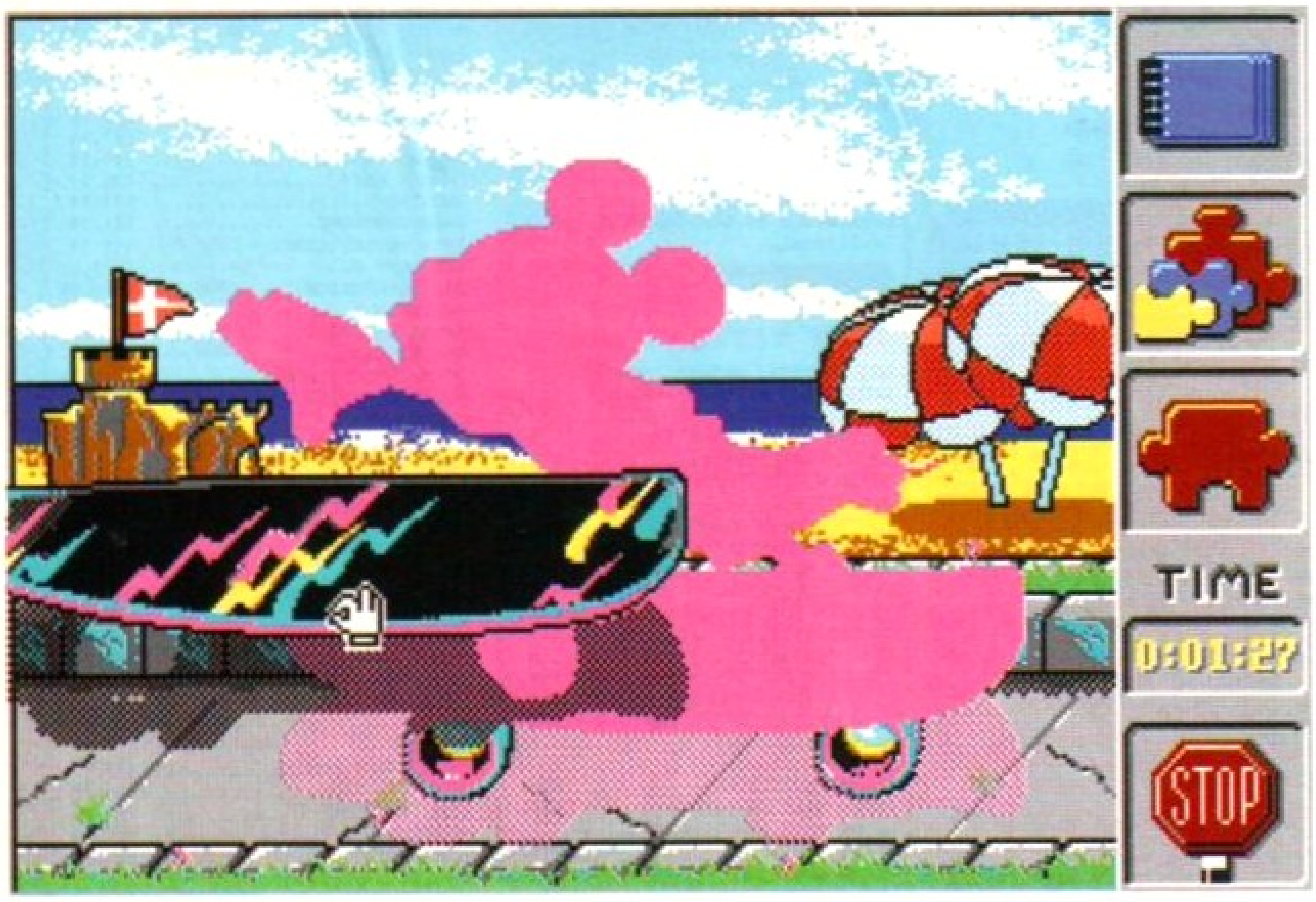
Mickey's Jigsaw Puzzle is not just straightforward jigsaw puzzles though. On the disk there's also a silhouette option, where just the main character is blacked out and you just have to place the relevant bits in to the correct black space on the picture. This option doubles the amount of puzzles you get for your money, and 30 puzzles for £26 is reasonably good value.

There are a couple of extras which help make this package stand out from the crowd. For instance, once a picture has been completed then the child's reward isn't just a completed picture. With *Mickey's Jigsaw Puzzle*, you can click on the 'film camera' icon which makes the picture come to life in animation – Disney at its best, in the eyes of a child. For the more advanced child, there's also a timer option which allows you to try and complete the picture against the clock.

Mickey's ABCs – A Day at the Fair



Come and enjoy all the fun of the fair – there's jelly and zucchini for all! Eh? That's jam and courgettes to you and me, and this fair is actually a village fete. At least you've learned two new words.



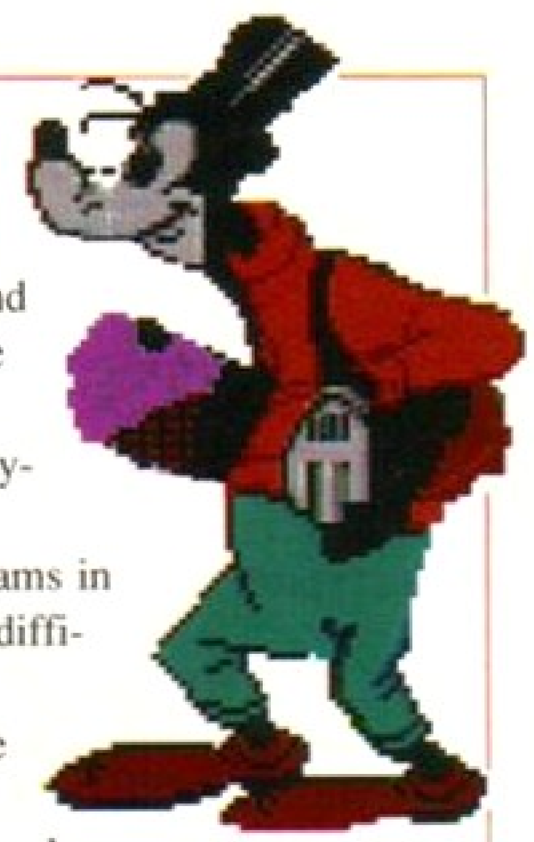
Gone are the days of searching out the corner bits in a heap of cardboard pieces; Disney Jigsaw puzzles are all done on screen, and they come to life once they are complete. Times, they are a changin'..

This is a simple program, with no painful disk swapping and the menu (control panel) is a simple iconised affair that kids will quickly get the hang of. It may be a little basic, and a few more fancy options would be a boon, but it's a fun way to learn, and it's certainly more exciting for today's toddlers than traditional jigsaws.

Verdict 72%

Software

Bring the wonderful world of Disney to the Amiga – and learn something in the process. **Gary Lord** investigates.



IT'S NO GOOD learning all about numbers if you don't know your ABC. And if you want to learn keyboard skills at the same time, this could be the answer. In this program Mickey intends to teach all about the alphabet, and the basic words that are essential to young and enquiring minds. In doing so, players also become familiar with the keyboard. There's a choice of whether you wish to use upper or lower case letters. At school, children learn lower case letters first, but as keyboards are in upper case, there's simultaneous instruction on the two.

One of the painful elements about this, and the rest of the programs in this collection, is the copy protection – the accompanying sheet is so difficult to read, and that's a frustrating way to start any game.

Once you are past that hurdle, the idea of the program is quite simple. By pressing a letter on the keyboard, you make Mickey perform a task beginning with the letter that has been pressed. Press B and he'll go and brush his teeth, or press F and he'll go to the fair. Once he's at the fair then if you press Z then Mickey will go to the courgette stand. Yes, in the States courgettes are called zucchini, a tricky spelling for five year old – and also one that they're not really ever going to come across or use. And before you ask what the devil a courgette stand is doing at a fair anyway, it's a village fair, rather like a fete, that Mickey goes to – not a fun fair. You can't help thinking that the latter would have been more fun.

Each time Mickey goes towards an object, a small animation follows – if you press W the word 'water melon' comes up on screen and Mickey has a melon-eating contest with Donald Duck. The idea is good, and it will go a long way to helping the child achieve the intended learning objective, but it is let down by unadventurous graphics – rather out of keeping with Disney's big screen reputation.

Verdict 69%

Mickey's Memory Challenge



Make the match and you're on the way to winning the game. This is a good one for testing those powers of concentration, at any age.

THIS IS IN a similar vein to the jigsaw puzzles in that it's a program based on a traditional game that has been transferred to the computer screen. It's centred around a kind of 'Snap' principle, where you turn cards over one by one until you recognise two that are the same. And here, of course, the turning is done on screen.

You can set the level of difficulty depending on the age group using the program – with 8, 15 or 24 images (or cards) on the screen at one time. There are plenty of different categories to choose from, including matching pictures of everyday objects, or Disney characters. There are a few other extra gimmicks: you can play against a friend or the computer (who takes on the role of Goofy, Daisy or Mickey). The addition of the wild and bomb cards liven the game up somewhat.

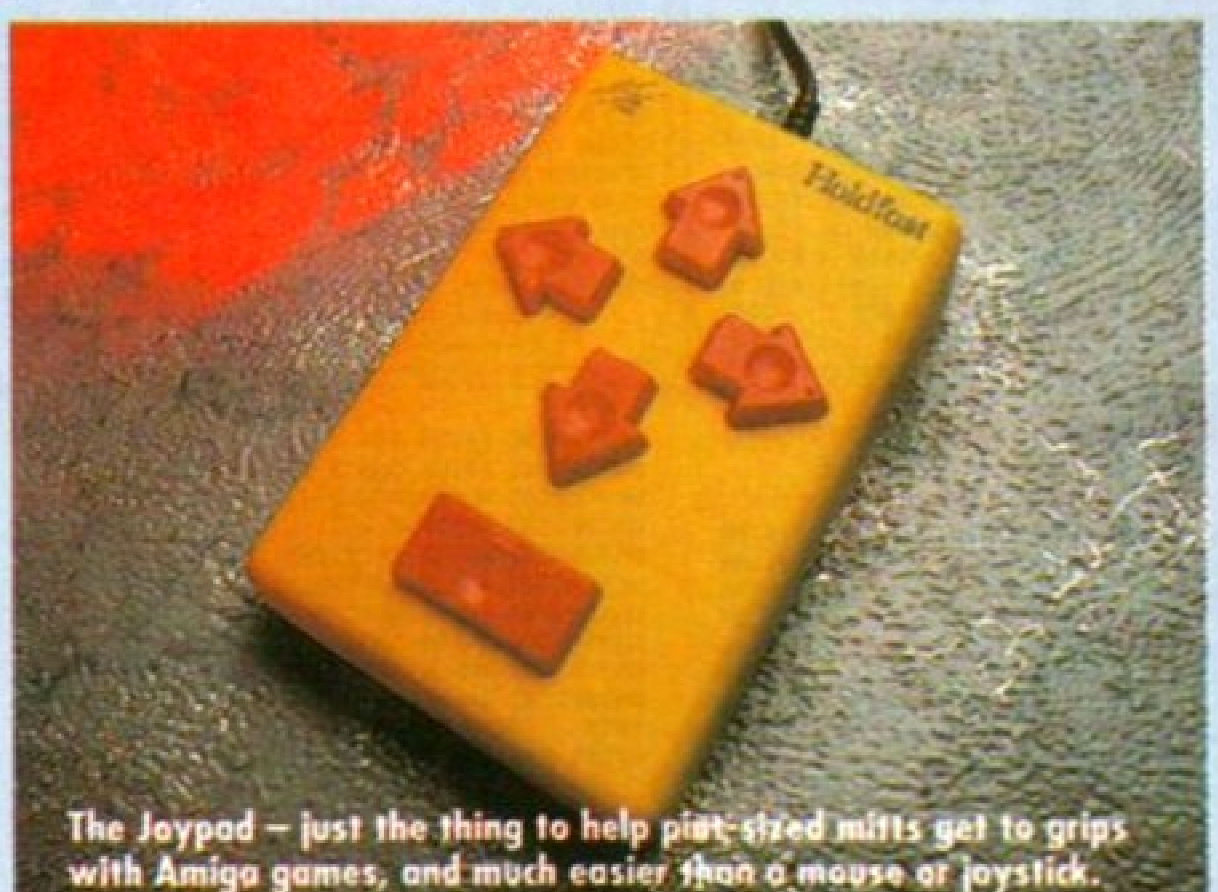
It doesn't work as well as *Mickey's Jigsaw Puzzle* because there's nothing that makes it particularly different to the conventional game. However, it's a great concentration builder and kids will soon learn to recognise the images – all good education for the future.

Verdict 71%

MORE JOY FOR CHILDREN...

The Joypad ■ £24.99 ■ Holdfast ■ 0454 411126

For those of you with young children, here's an easy-to-use alternative to joysticks and mice that is incredibly durable as well. It's a veritable Tonka truck among joypads; a metal-reinforced yellow tablet with chunky red buttons. And it has a non-slip underside so that when your children get upset, your table doesn't. It only goes four ways but it's surprisingly nice to use – and that can only be a good thing. It's a sure way of encouraging younger children to explore the Amiga, when other input devices might have put them off. It's suitable for any program that you need a joystick for.



The Joypad – just the thing to help pint-sized mitts get to grips with Amiga games, and much easier than a mouse or joystick.

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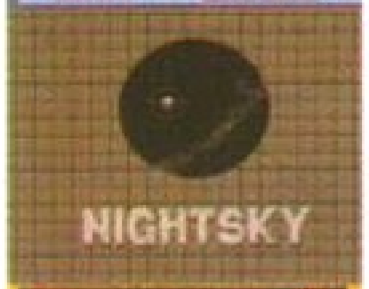
CLE02 TOTAL CONCEPTS GEOLOGY Thit title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. the program is very simple to use ! Geology is on 2 Disks £4.50 +



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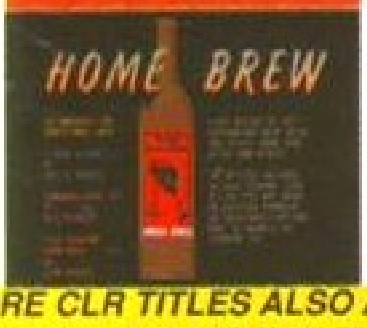
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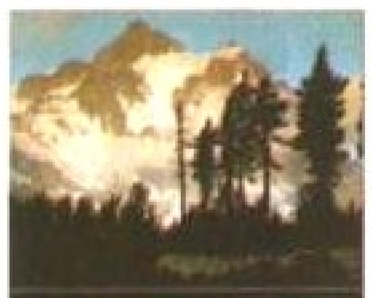
CLE08 NIGHT SKY A superb introduction to the constellations, this program featurues over 1500 stars, and the sun moon stars & planets can be displayed as seen from any part of the Earth! Large scrolling screen, mouse or keyboard controlled, click on any displayed object for information. This superb title Comes on 1 disk & is priced at 3.50!+



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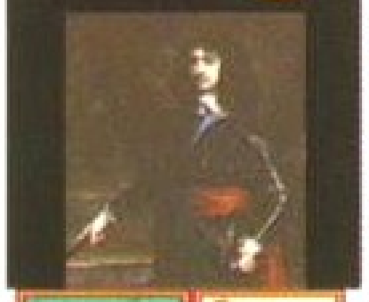
CLE13 HOME BREW This is a superb program for the creation of home made wines. It covers all the details of fermentation, bottling & storing of the wine. A selection of recipes for many different wines can be found on the disk & there is an option for printing the recipies out to a connected printer! This program comes on 1 disk and is priced at 3.50. +



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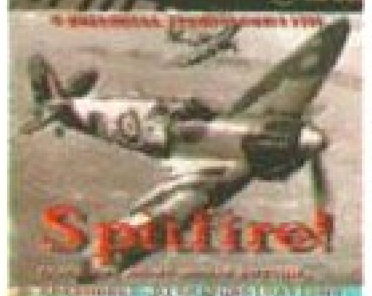
CLE19 PLAY IT SAFE This program teaches safety in the home or outdoors! Help Teddy make your home safe as it has been invaded by mischievous beasties. There are 5 dangers in each location & 9 locations! When you make something safe you are rewarded with part of the picture of the beastie! Very good for kids of 3 - 10 years! Comes on 1 disk priced 3.50. +



CLE20 BIG TOP FUN Four good programs on this disk, there is a speech option which may be turned on or off! WORD BALANCE is a childs reading aid, In MATCHPLAY you must match pairs of cards, BALLOON BURST is a word recognition program & SEAL A GRAMS is a spelling program! This program comes on 1 disk & is priced 3.50. +



CLE25 CHORD COACH by Keith Klatworty, this is a very good introduction into learning the piano! Will teach you any chord on the keyboard including Majors, minors, Sevenths, augmented diminished etc! Allows you to hear the chord through the Amigas sound chip & will set tests to see how you have progressed! 1 disk 3.50. +



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This is a superb collection of coloured clipart, mostly in Ham mode (4096 colours), though some is in 16 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Ham pictures!

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CCL045 FIOWERS 51-62 More flower pics,autoboots!+y
CCL046 FLOWERS 63-74 More flower pics,autoboots!+y
CCL047 FLOWERS 75-87 More flower pics,autoboots!+y
CCL048 FLOWERS 88-100 More flower pics,autoboots+y
CCL049 FLOWERS 101-113 More flower pics,autoboots+y
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CLASSIC CLIPART *(Black & White)*

(Okay on A1200 / A4000.)

The clipart in this collection is very high quality, huge bitmaps, many greater than an Amiga hires screen, for use in Dpaint or DTP packages, each disk autoboots as a slideshow allowing you to view the entire bitmap by moving the mouse! (Prices per disk!)









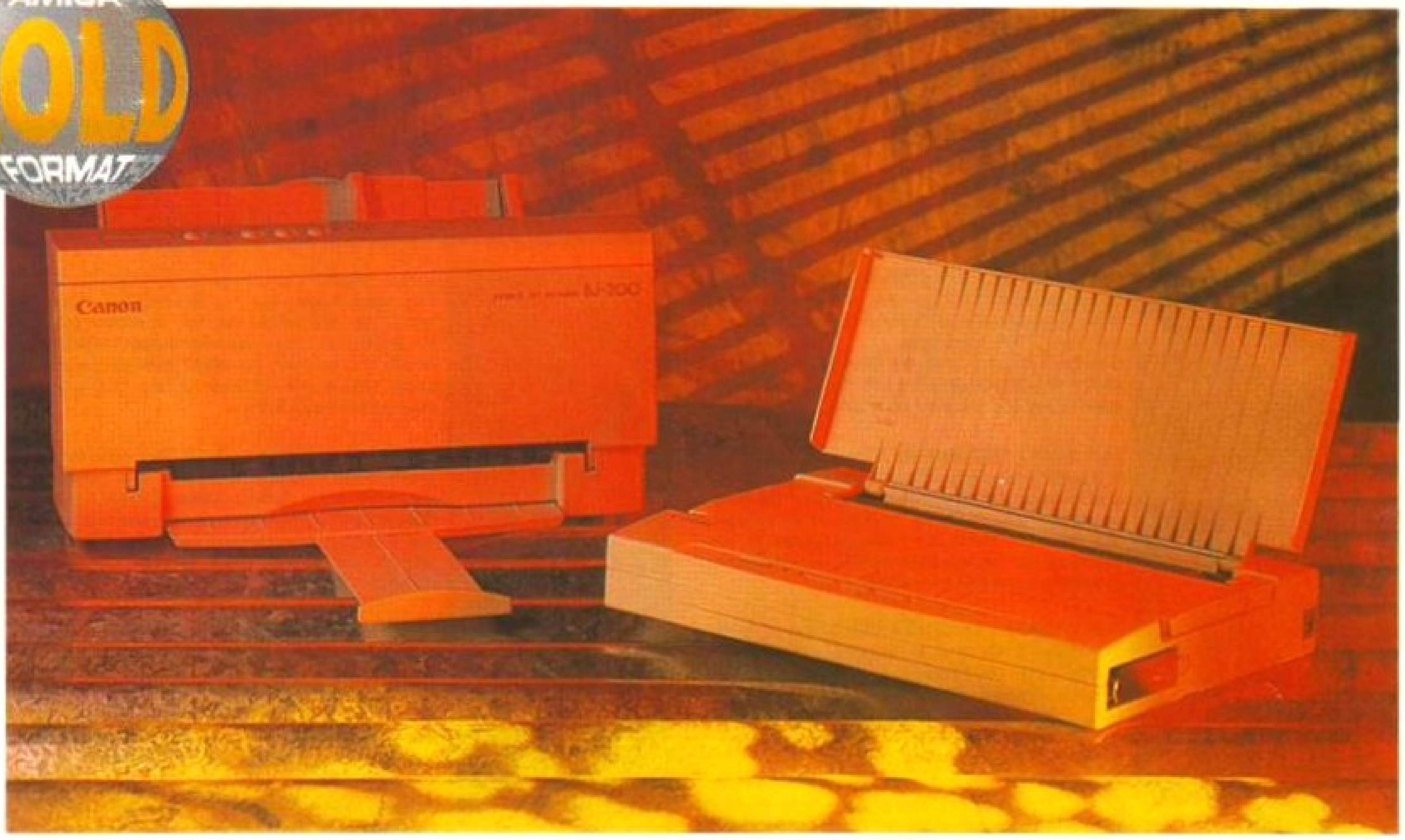
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If anyone could, Canon have... established a reputation for producing high quality inkjet printers which don't cost the earth. So are the new BJ-200 and BJ-10SX worthy members of the Canon printing squad? **Richard Baguley** plugs 'em in and wears 'em out.

Canon BJ-10SX

Printer ■ £227.99 ■ Canon

CANON HAVE BEEN suspiciously quiet since the launch of the first Bubblejet printers at the beginning of this decade. The BJ-10EX and BJ300 achieved an elusive *Amiga Format* Gold in the printer round-up way back in issue 39. But now, the silence has been broken, with two brand new models for the range.

The BJ-10SX replaces the BJ-10EX as the entry-level machine. Its housing is a cream-coloured box, approximately a foot wide, eight inches deep and just under two inches high when closed. There has been a re-design since the days of the BJ-10EX and the case is now more rounded, with a slight bulge at the front.

The top cover folds up to double as a sheet feeder, and an optional fifty sheet feeder can fit on the back of the printer. It can either be powered from a rechargeable battery (which should last for about 40 minutes of solid printing) or from a (supplied) V transformer. Phoenix also provide a PD printer driver (although Workbench 3 includes a driver for the BJ-10 which works fine with this printer) The BJ-10SX has Epson LQ emulation.

The ink cartridges embody the print head, and are therefore rather expensive, so the printer costs considerably more to run per page than a dot matrix printer. Of course, there are obvious benefits over the dot matrix in terms of speed and print quality, both of which are dramatically enhanced on a Bubblejet machine – but there's still a slight trace of banding on the page caused by the multiple passes of the print head. The Bubblejet is also much quieter than any dot matrix, with only a slight background hum to tell you that it's printing.

Canon's new range of Bubblejets build on the success of the older models. It's hard to beat the print quality for the price, but Bubblejets aren't the best option for budget-conscious users.

CANON BJ-10SX and BJ-200 PRINTERS are available from Phoenix Computer World 0532 350091

The print quality is very close to that of a laser; the blacks are solid, although lightweight papers can be flooded by the ink, and can wrinkle when the ink dries. These, however, are minor problems, and a bit of experimentation with various paper stocks should find one that satisfies.

Canon BJ-10SX

A great printer for lighter workloads or portable use. The print quality is excellent, although it's not the quickest printer on earth. Recommended.

AMIGA GOLD FORMAT **95%**



This truly stunning printout was produced using the PD PostScript interpreter *Post*, and printed at 360 dots per inch on the BJ-200.

Canon BJ-200

Printer ■ £349.99 ■ Canon

THE BJ-200 IS a desktop printer, sharing the same print mechanism as the BJ-10SX. However, it's slightly faster, and includes a 'super high quality mode'. This improves the density of the black print, but it uses more ink.

The printer comes with a 50-sheet paper feeder, useful for outputting long reports. This is located at the rear of the machine, and a tray folds out at the front to catch the paper.

The BJ-200's print quality is similar to the BJ-10SX, although super high quality mode adds a further depth to the blacks, making it hazardous to use with lightweight paper. The banding effect is less pronounced than on the BJ-10SX. The printer has Epson emulation, and in conjunction with Wolf Faust's *Print Studio*, produces stunning printouts from 256 colour files. The driver included with Workbench 3 works up to the printers highest resolution (360 dots per inch).

This printer is designed for fairly heavy use and its extra speed (173 characters per second) will be most welcome. It's not as fast as a laser, but for the price, it's hard to beat.

Canon BJ-200

This is an excellent desktop printer which can produce truly stunning results. It's not as fast as a laser, but the quality is easily comparable, and the built-in sheet feeder makes life easier. At this price, it's excellent value for money.

AMIGA GOLD FORMAT **95%**

A1200 Control Centre

Control Centre ■ £39.95 ■ Premier Micros

Is your A1200 disappearing under a mass of wiring? **Richard Baguley** looks at a hefty-looking desk tidy.



As a desk tidy this control centre works well, but a better design allowing access to the back of the machine would make it more practical.

IF YOU HAVE CONNECTED several peripherals to your Amiga, you will be more than familiar with the rats' nest of cables that accumulate at the rear of the machine. Add a monitor and a printer to your set-up, and you will soon be running out of desk space, with a profusion of cables and boxes all over the place. What's needed is something which helps organise the cables and gives you somewhere to stuff them.

The A1200 control centre composes of three units: a base which sits over the A1200 and forms a shelf for an external floppy, a top unit which is for the monitor, and a printer shelf which attaches to either side of the other two units. Together, these three units are approximately three-feet long, seven-inches high and just over a foot deep.

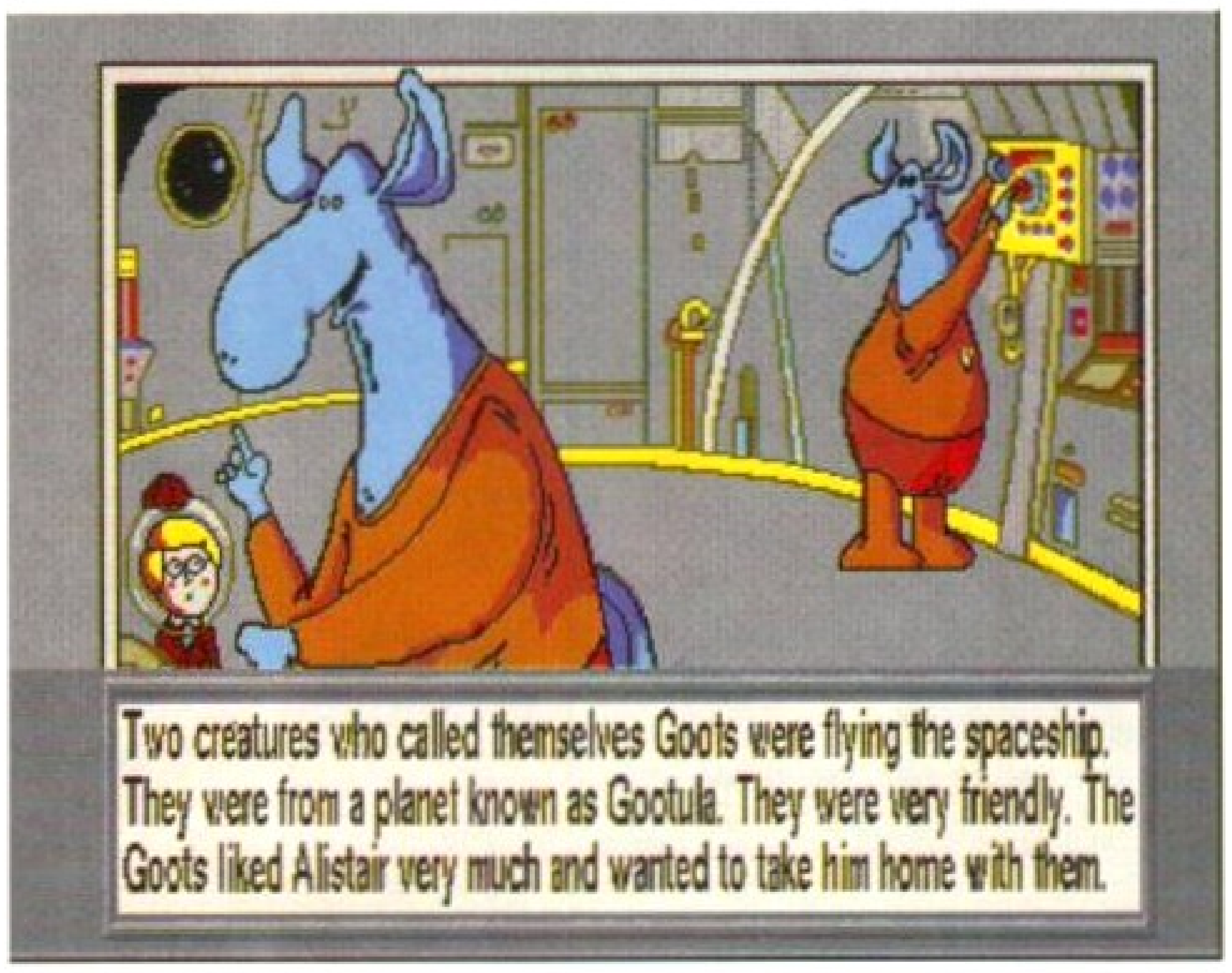
The base unit sits over the A1200 in a similar fashion to previous models for the A500, with all of the cables that attach to the rear of the Amiga hidden underneath the shelf. If you don't need to change the various connections at the rear of the machine, this isn't a problem. But if you need to unplug the printer and plug in a digitiser, this could be a real pain. The only way to get access to the rear of the Amiga is to lift off the entire control centre, which involves taking off the monitor, printer, and so on. I can't see any reason why this shelf couldn't be designed to allow the Amiga to be slid forward, giving you access to the various ports at the rear.

The monitor shelf is at a good height, and easily bears the weight of heavy monitors such as the Commodore 1960. Unfortunately, with the computer underneath this shelf, it's easy to sit too close to the screen when typing, which probably isn't good for the eyes. The shelf isn't really deep enough to allow you to push the monitor back far, so you're rather stuck with the monitor in this position.

There's also a stand for a printer – sold as a separate unit for £31.95 – which can sit on either side of the main unit, and it's big enough to cope with most dot-matrix printers. If you have a printer that can feed paper through the bottom, the shelf has a convenient hole so you can place a big box of paper below it.

On the whole using this control centre is a good way of tidying up your Amiga and its peripherals, but it would only be really useful for set-ups which don't change much. Taking out cables from the rear of the machine is a real pain.

AMIGA FORMAT Verdict 75%



Children can interact with the story as Alistair is kidnapped by aliens in this educational CD program.

Alistair in Outer Space

Educational CD ■ £24.99 ■ Altered Images

ALISTAIR IN OUTER SPACE is available from Altered Images 071-934 3456

PROBABLY THE MOST obvious application of multimedia is the 'interactive storybook' – a combination of text, pictures and sound in which the reader can take part. *Alistair in Outer Space* is the latest program of this type, and tells the story of a young boy who is abducted by an alien spacecraft before being whisked off into the cosmos and is finally brought back in order to return an overdue library book. Things look questionable already, don't they?

The story itself is pretty poor, but the graphics are fun and a combination of subtitles and speech reinforces the educational element of the whole package, working well in explaining the situations in simple language. It's a sort of Nineties Peter and Jane starring the old Peter. But what's really good about *Alistair* is its interactive section which enables you to click on objects which appear in the scenery of each cartoon frame, producing both a written and spoken representation of basic nouns. On top of that there's also a further section which allows the user to play simple puzzle games that become progressively difficult as you get better at them.

Again, these are to do with the story and clearly the idea of a fun section like this is to keep the playing as well as the learning aspect centred around a common theme. But there's not really a lot here for your money – the main menu is very small and that's because there is simply not much volume to an idea which is quite promising until it's over. What *Alistair* needs to be any good is a well written story, perhaps in chapters so that it could be lengthy but easy to digest. There are a couple of good concepts – like casting a magnifying glass across each picture to introduce new words, but there aren't enough of them and the story twists and turns too much.



Get carried away with colouring in. Turn Alistair's hair green, or make the carpet Seventies' mauve.

Children need simplicity and a theme that is specific; *Alistair in Outer Space* has potential, but it doesn't have a concept that is thought through well enough. A good attempt for a new programming house, though.

Verdict 62%

Ilinios Pro

Label printing utility ■ Code Works Software ■ £25.95

ILINIOS PROFESSIONAL IS a major step on from the PD version, and it's barely recognisable. It's still written using HiSoft Basic, but the entire program has been rewritten and now boasts a number of new functions, including mail merge and the ability to attach IFF images to records.

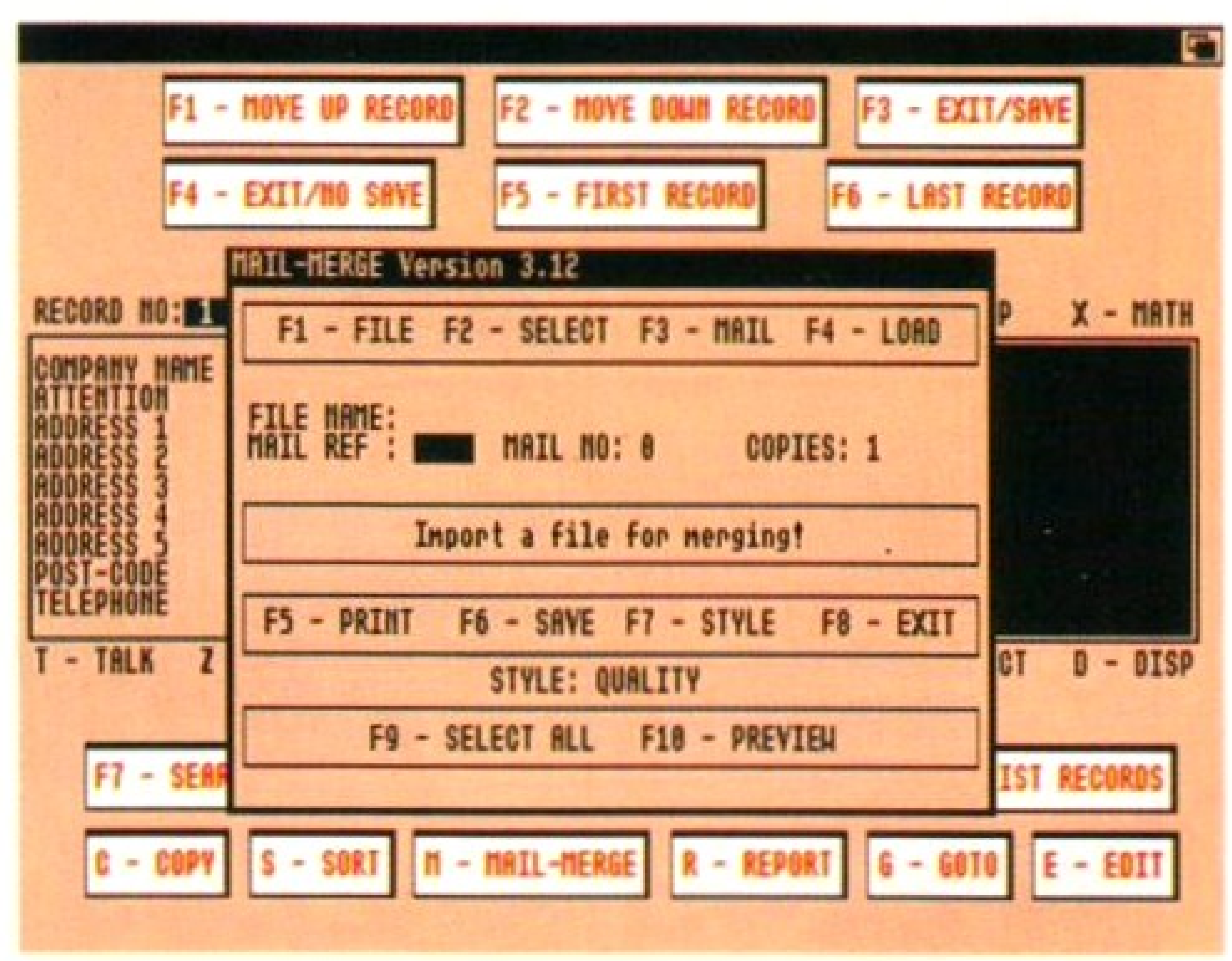
Unfortunately, it still responds only to the keyboard, with no trace of a Workbench-style interface, and not a radio button in sight. Different sections of the program are accessed by pressing function keys – not very elegant, but it works.

The program includes several example data files, and creating your own files is not difficult. Each record can have a maximum of nine fields, each of which can have a user defined title and be one of six types (alphanumeric, post code, and so on). Data can be sorted from the input screen, or a user defined report can be printed from the data. You can also do a mail merge, which takes an ASCII file and replaces the tokens with the data in the file. This is reasonably useful, but the lack of any formatting commands is a pain. Frankly, any decent word processor will be able to achieve better results.

Once you've input all your data, you will want to print it out. Pressing F5 from the main menu gives you a screen where you set the various aspects of the labels, including the size, which fields are printed and in what format (such as bold, underline). Setting the criteria for labels is, unfortunately, a question of trial and error, as the configuration files included with the program don't relate to any of the commercial label types available. The measurements are in character widths, which means that measuring a sheet isn't really an option. The best way would be to print out a sheet, and see how many characters each label takes, and what the gaps between them are.

You can also access the Flexi Lab from the printing screen, which is where you can control the output of the individual fields. So, you could print a name in bold outline, and the address in italicised condensed print. That's likely to make the postman blind, but you get the idea. Unfortunately, when you've set some fancy options, you can only print one label across the page, which could be wasteful, especially if you're using commercial labels, which usually come on A4 sheets.

The manual isn't particularly impressive, with no trace of an index. It's not very well written, and has no trace of a tutorial to help a newcomer to the program find their way around. It does have a glossary, but this is rather minimal, with only one page of terms. Frankly, the only way you are going to find your way around *Illinois Pro* is by experimenting as you go along.



***Ilinios Pro* could hardly be called user friendly, but its a powerful program nonetheless.**

It works, but it's not particularly friendly. Not being able to use a mouse is a pain, and the style of the interface doesn't particularly help you find your way around. Although you can define your own label layouts, some presets for the more common types of commercial labels would be useful.

ILINIOS PRO is available from Code Works Software 0272 478402

Verdict 75%

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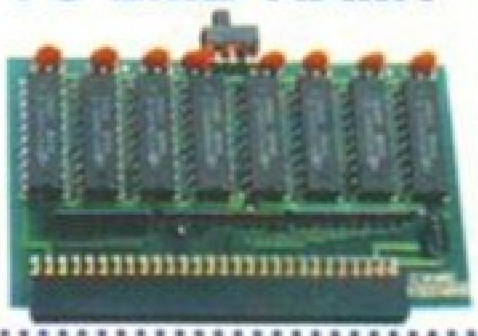
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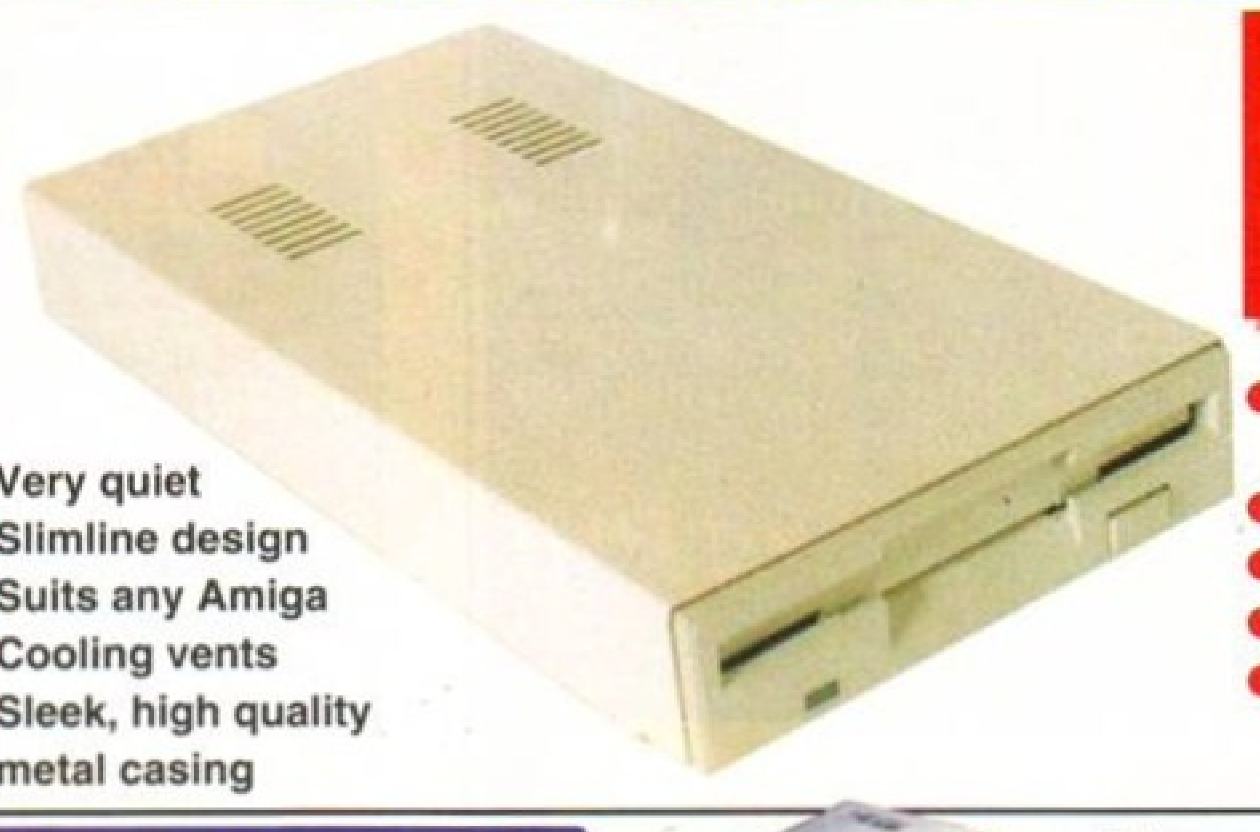
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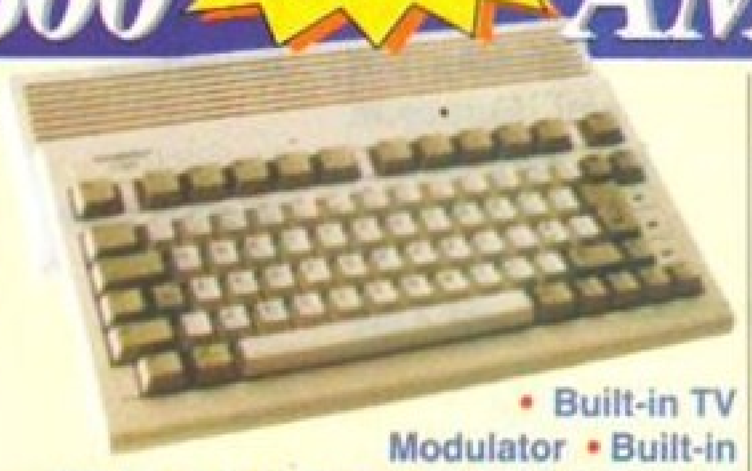
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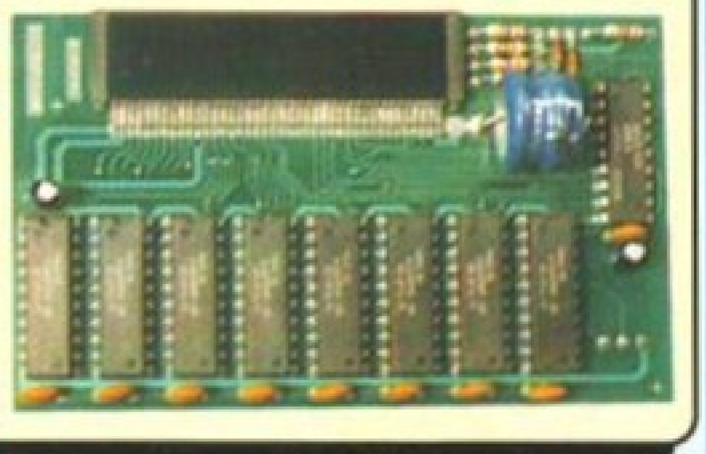
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VideoMaster



MicroDeal's new combined audio and video digitiser enables you to capture both sounds and pictures for manipulation on your A500 or A500 Plus, allowing you to make your own multimedia movies.

Description	RRP	Price	Order Code
VideoMaster	~~£69.95~~	£64.95	AMF245

Sportsmasters



Not only *PGA Tour*, the best golf game ever (and don't believe anyone who tries to tell you otherwise), but *Indianapolis 500*, *Advantage Tennis* and *European Championship Soccer 1992*, all in one box. Buy it!

Description	RRP	Price	Order Code
Sportsmasters	~~£29.99~~	£24.99	AF252

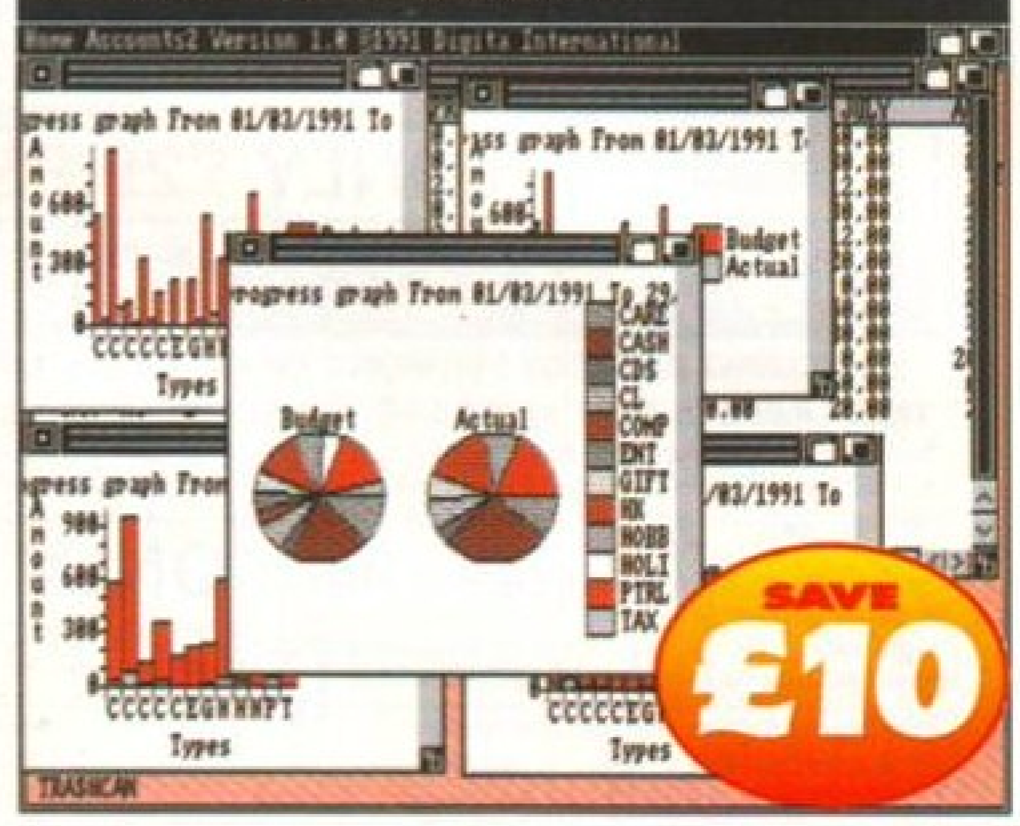
Fun School 4



Let the kids and the Amiga make friends, with Europress' acclaimed educational software!

Description	RRP	Price	Order Code
Teddy Disk	~~£24.99~~	£17.99	AM231
Frog Disk	~~£24.99~~	£17.99	AM232
Spy Disk	~~£24.99~~	£17.99	AM233

Home Accounts 2



Described by ***Amiga Format*** as 'a package which will suit any household', this is the ideal way to keep track of your financial affairs, from what's in your cheque account to how much is left after the bills!

Description	RRP	Price	Order Code
Home Accounts 2	~~£54.99~~	£44.99	AF229

History Line



The course of the Great War is explored in this excellent war/strategy game from Blue Byte. Based on their earlier successful game *Battle Isle*, *History Line* scored an incredible 94 per cent in *AF*43.

Description	RRP	Price	Order Code
History Line	~~£34.99~~	£29.99	AF251

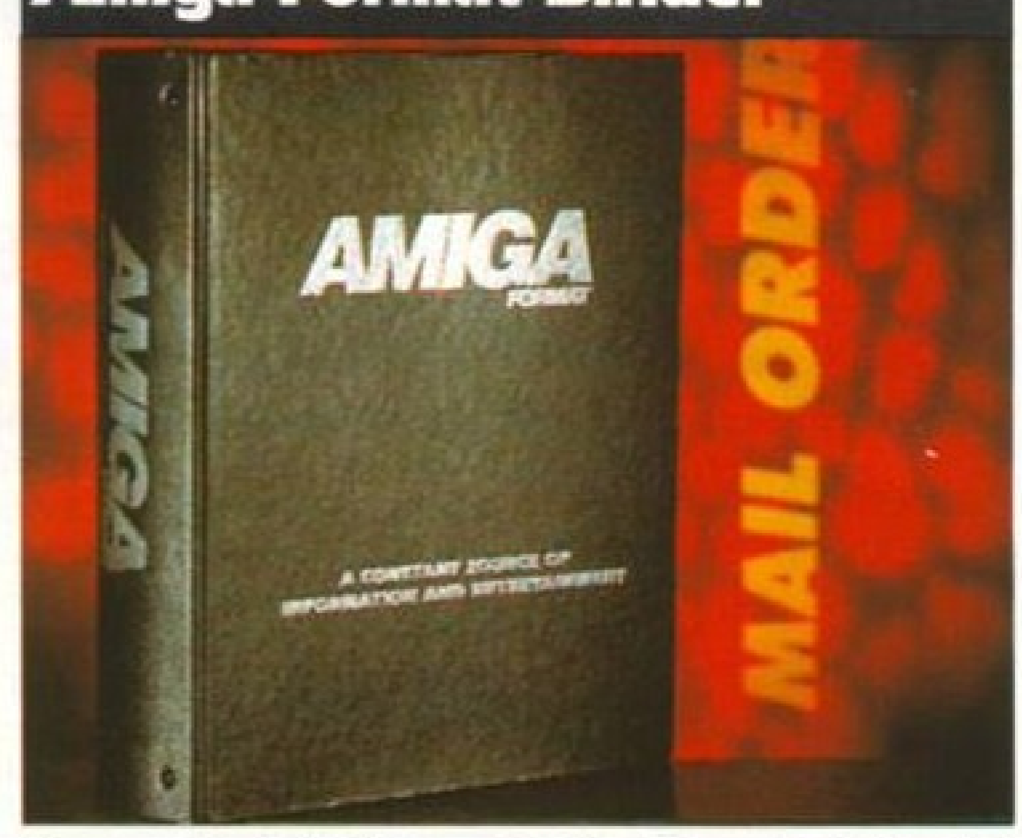
RAM Expansion



It's well over a year since new Amigas were sold with less than 1Mb of memory. Nowadays many games, as well as most serious software, require that magic meg. Here's a bargain way to upgrade your A500.

Description	RRP	Price	Order Code
512K RAM Expan	~~£29.99~~	£25.99	AM237

Amiga Format Binder

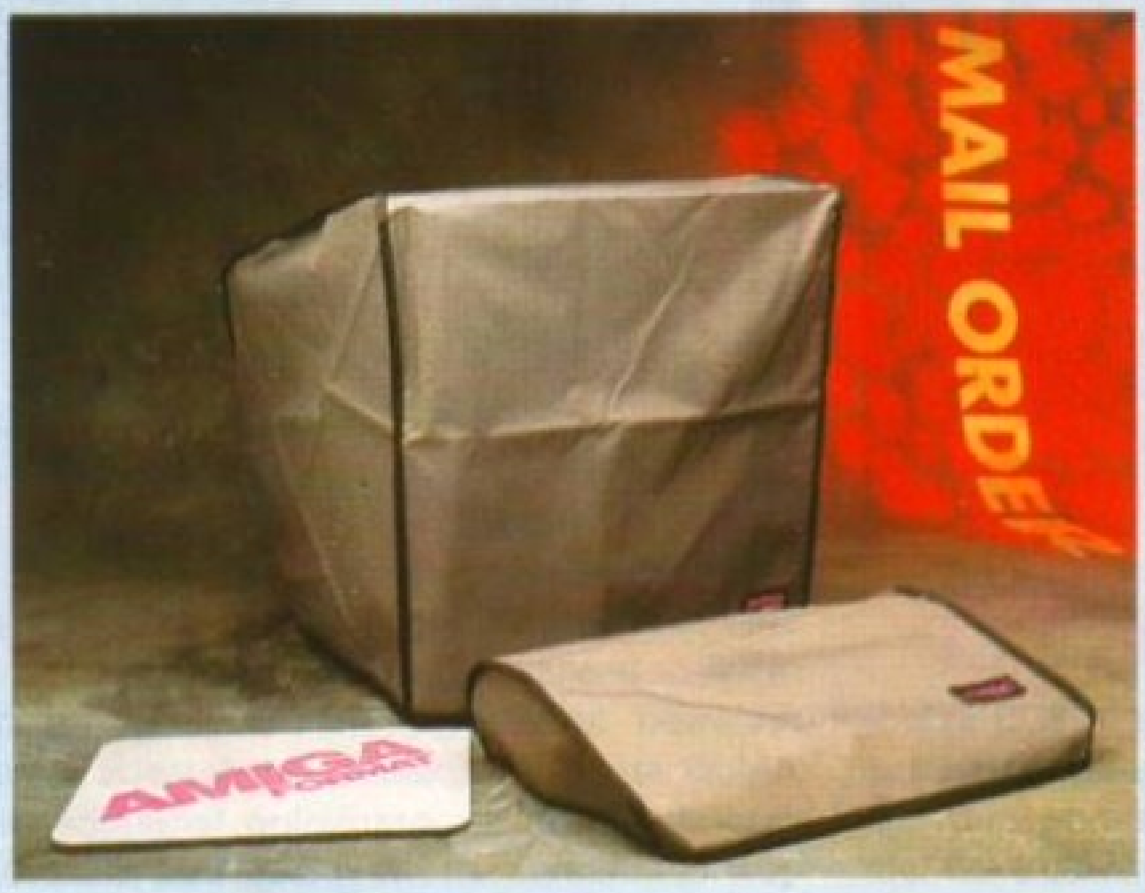


Are you tired of all your ***Amiga Format***s being left scattered all over the floor? If so, protect them with these stylish and practical black-and-silver binders.

Description	Price	Order Code
One binder	£4.95	AF108
Two binders	£9.00	AF109

The Amiga Format Star Buys

AF Amiga Accessories



If your bedroom, lounge, or wherever is anything like the *AF* offices, you'll be needing a dust cover for your Amiga. Designed in a nice grey they're just bound to be all the rage in 1993.

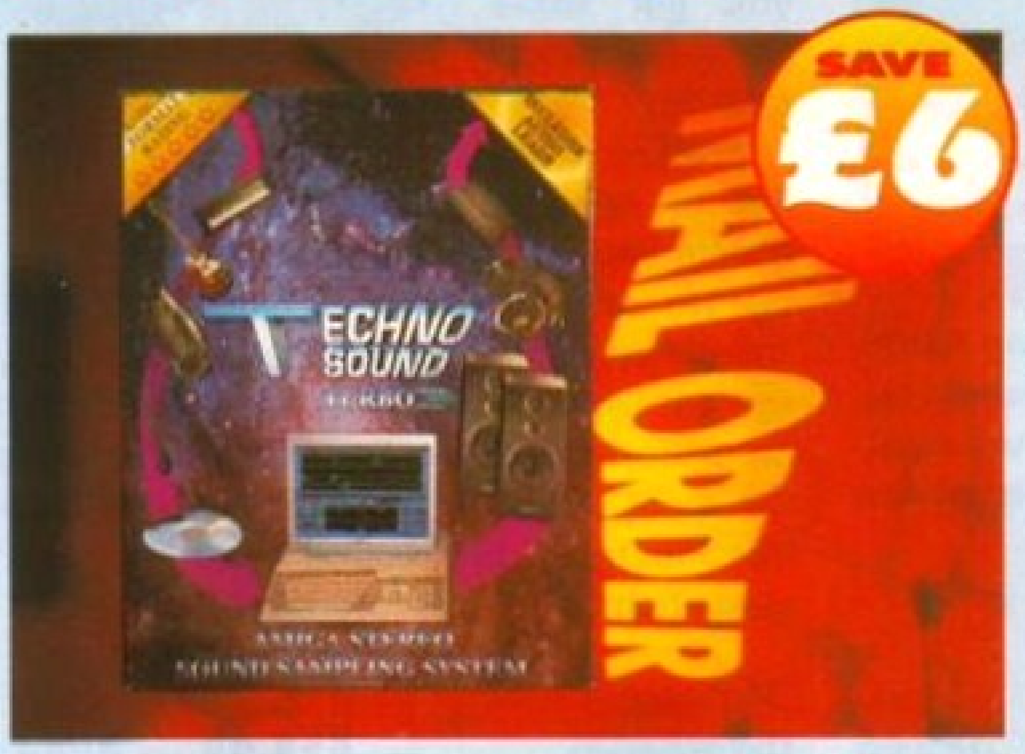
And knowing that co-ordination is the key, we've created matching mouse mats and disk wallets as well. The covers and wallet are resilient and water resistant and the mouse mat is well... sort of flat and grey actually. Get them now, or get them later.

Description	Price	Order Code
A500 dust cover (not pictured)	£8.99	AF5 DUST7
A600 dust cover (not pictured)	£8.99	AF6DUST
Monitor cover	£12.99	AFMONIT
Disk wallet	£3.99	AFWALL
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Description	Price	Order Code
A500 cover, monitor cover, mouse-mat, disk wallet	£29.95	AFCOVERS5
A600 cover, monitor cover, mouse-mat, disk wallet	£29.95	AFCOVERS6

New Technosound Turbo



This recently updated sampler from New Dimensions enables you to grab digitised sounds, then sequence them into simple compositions. It also contains a new cartridge, an updated manual *and a* set of audio leads.

Description	RRP	Price	Order Code
Technosound Turbo	~~£35.95~~	**£29.95**	**AF246**

StereoMaster and free Quartet software

This update of *MasterSound* is an ideal entry-level sound sampler. It features an improved, easy-to-use graphic interface, and as an extra special offer we are throwing in for free, the excellent *Quartet* sample MIDI sequencer. This powerful, but easy to use, four-track sequencer will enable you to build your sampled sounds into full music tracks.

At this price, no budding Amiga musician can afford to miss it.



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StereoMaster and Quartet	~~£39.95~~	**£29.99**	**AF234**

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The AMIGA FORMAT Collection

AMOS Compiler & AMOS 3D



If you want to get the most out of *AMOS*, why not buy the two most popular *AMOS* extensions in one pack? The *Compiler* translates your ***AMOS*** creations into stand-alone 100 per cent machine code, while ***AMOS 3D*** lets you create amazing 3D worlds!

Description	RRP	Price	Order Code
AMOS Bundle	~~£64.99~~	**£49.95**	**AF247**

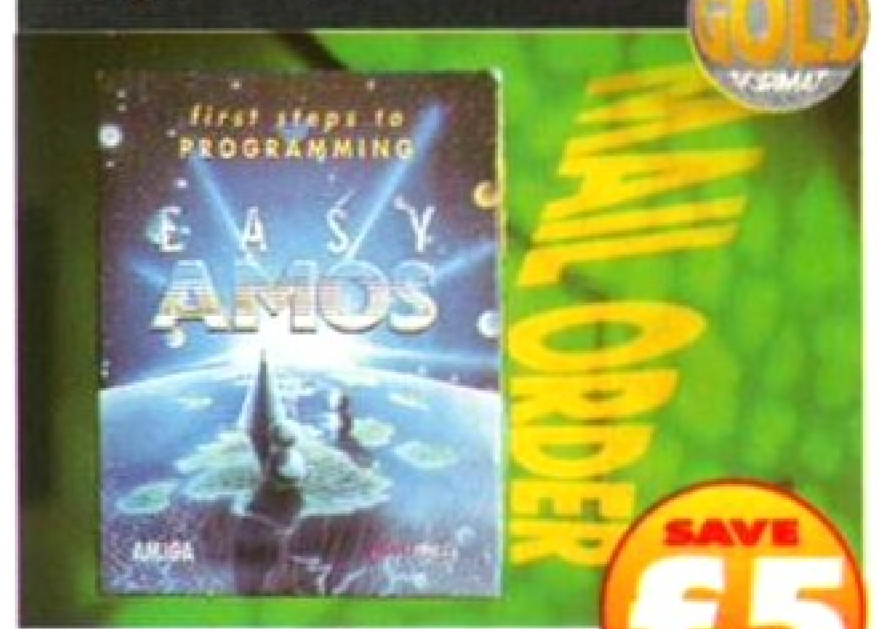
AMOS Professional



This is one of the highest-rated programs ever reviewed in ***Amiga Format***. Top of the *AMOS* range, It updates the famous *AMOS* extended basic programming language with new commands and facilities that make it a real winner! (Needs 1Mb minimum.)

Description	RRP	Price	Order Code
AMOS Pro	~~£69.99~~	**£59.99**	**AFAMPRO**

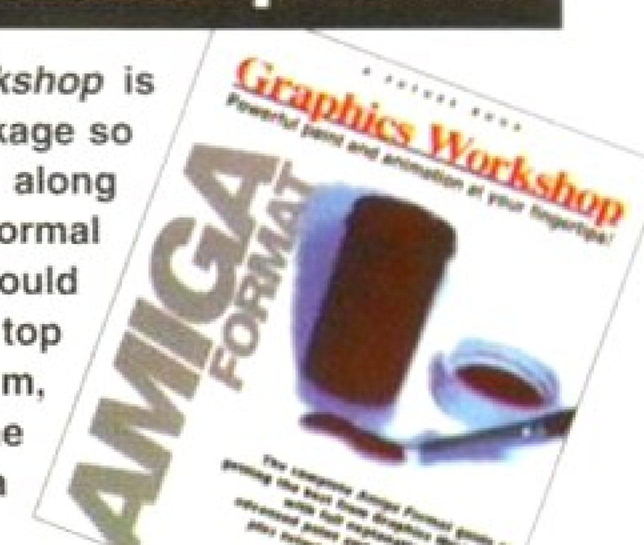
Easy AMOS



Designed for the beginner who wants to learn programming but doesn't know where to start, *Easy AMOS* is more than a programming language. Based on the successful *AMOS*, it has many helpful examples and detailed explanations to help you learn.

Description	RRP	Price	Order Code
Easy AMOS	~~£34.99~~	**£29.99**	**AF250**

Graphics Workshop Manual

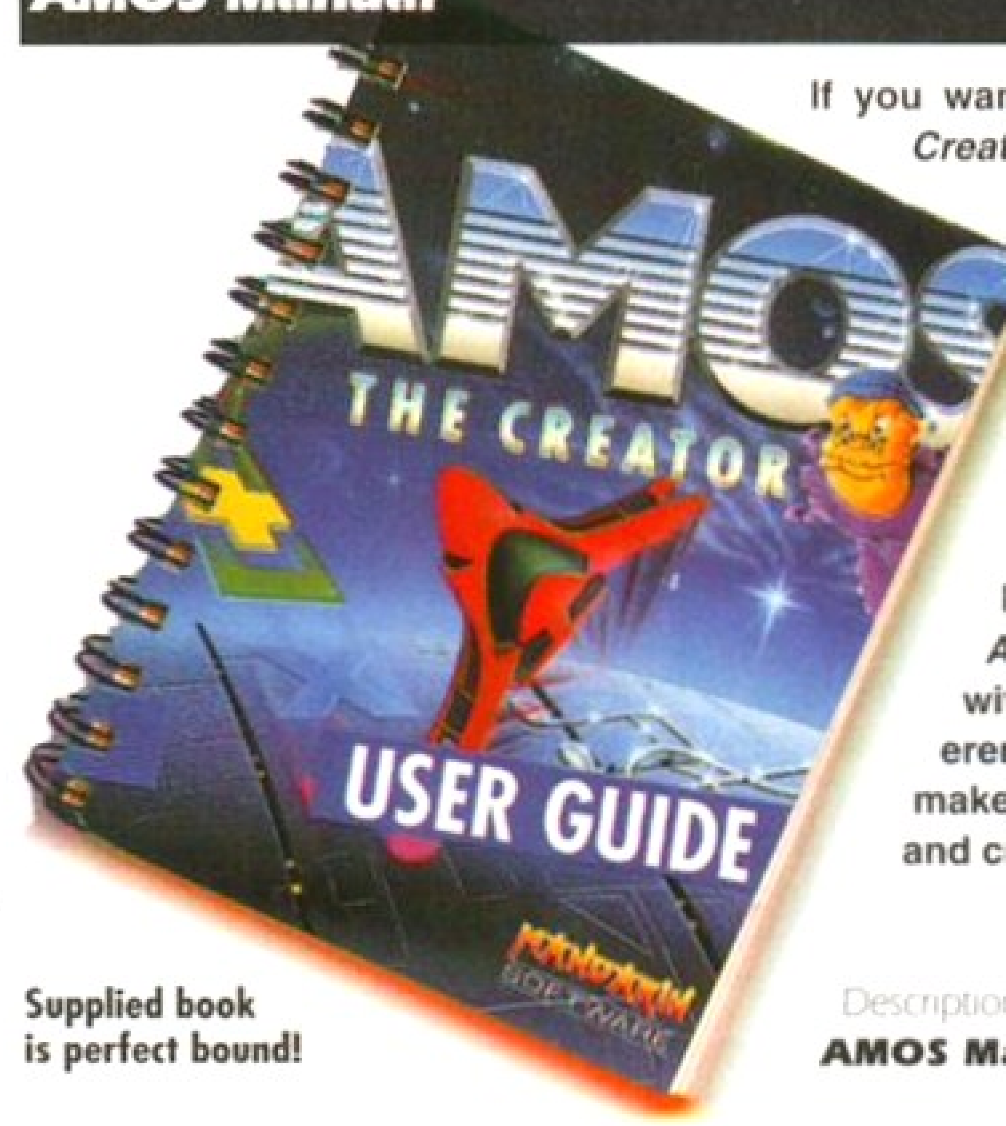


Graphics Workshop is a drawing package so special that, along with all the normal tools you would expect from a top paint program, you get some powerful extra utilities.

You're not limited to using one custom brush, you can pick up and store up to 10. It also features ANIM and Animbrush forms of animation, and a cell system which is probably the most powerful animation system on the Amiga. Why not get the most out of this top program by buying this illustrated instruction book and tutorial guide (with a special tutorial disk).

Description	Price	Order Code
GWManual	**£13.95**	**AF249A**

AMOS Manual



If you want to make the most out of *AMOS The Creator*, this is exactly what you need. It's the complete manual, as supplied with the package, and it also includes an Extras disk that contains all the example programs and extra bits and bobs that we couldn't fit on the *AF* Coverdisks. We'll continue to give lots of tutorials and advice, and show you techniques for creating specific kinds of programs as a regular feature in *Amiga Format*, so you wouldn't be stuck without this book: but as the complete reference work, you'll find *The Manual* will make your *AMOS* career far more enjoyable and creative!

Supplied book is perfect bound!

Description	Price	Order Code
AMOS Manual	**£13.95**	**AF249**

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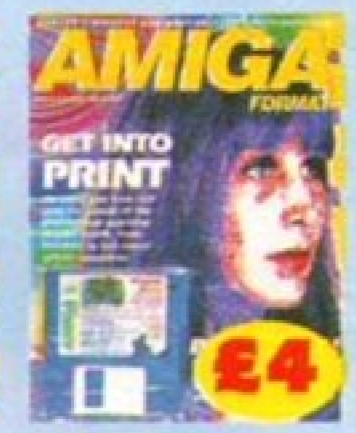
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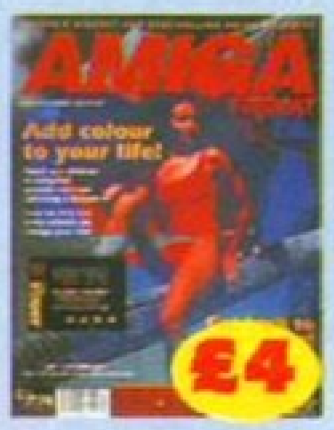
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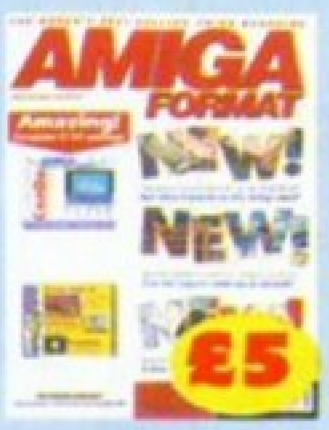
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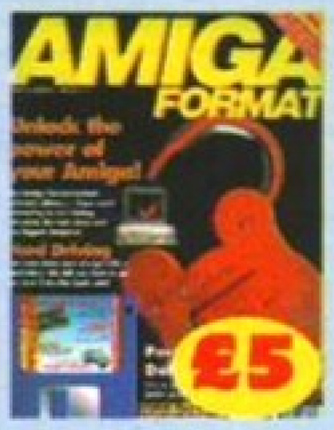
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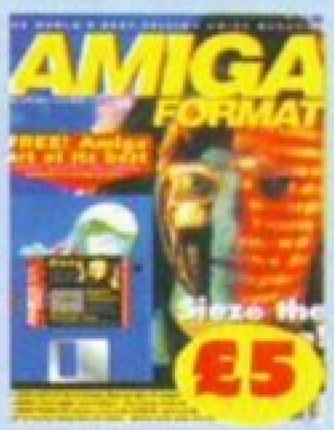
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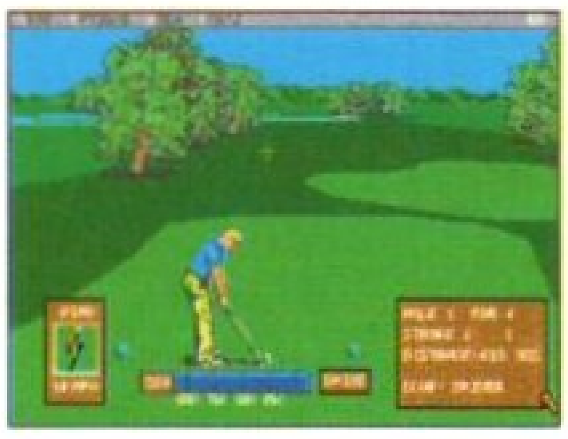


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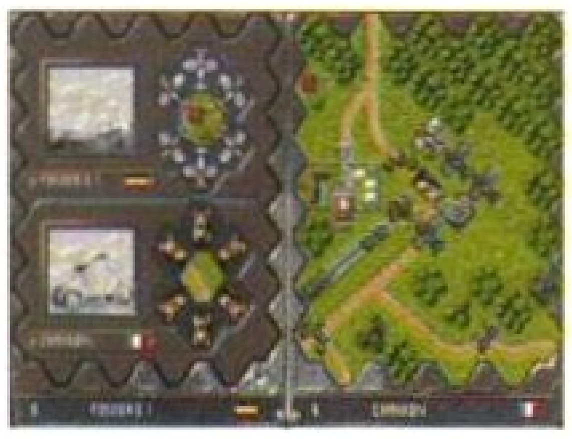
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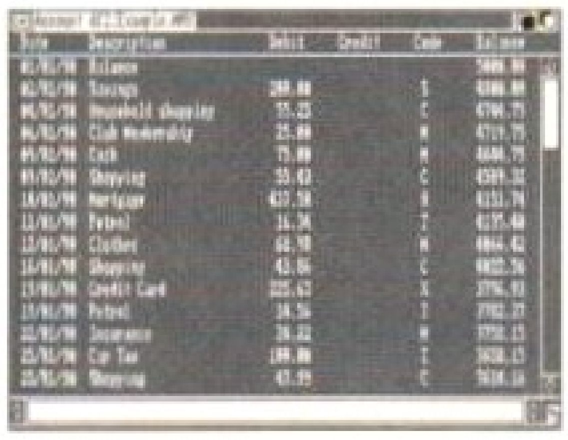
Wizkid
A stunningly bizarre platform puzzle adventure game from the inappropriately named Sensible Software. Wizkid scored 93 per cent in **AF**37. And it deserved every single point.



Sportsmaster
Four sports sims in one box. Most notable for the wonderful PGA Tour Golf, a game which no-one should be without. Plus Advantage Tennis, Indianapolis 500 and European Cup Soccer. Scored 90 per cent in **AF**44.



History Line 1914-18
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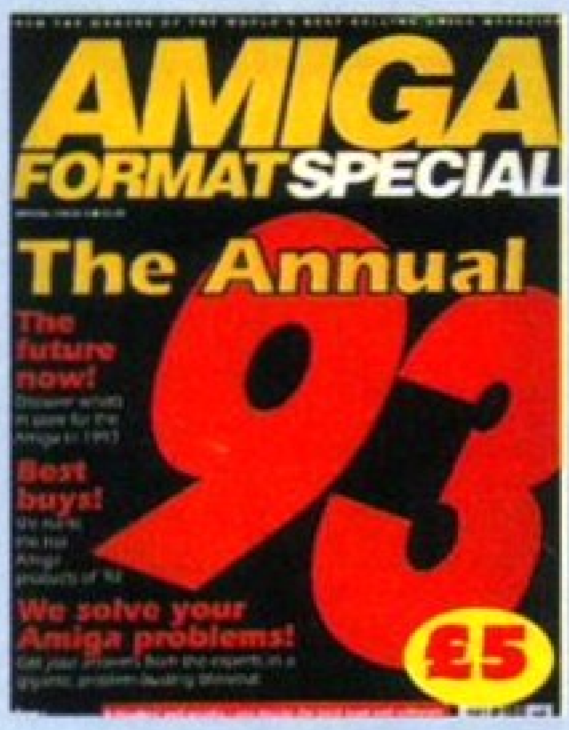
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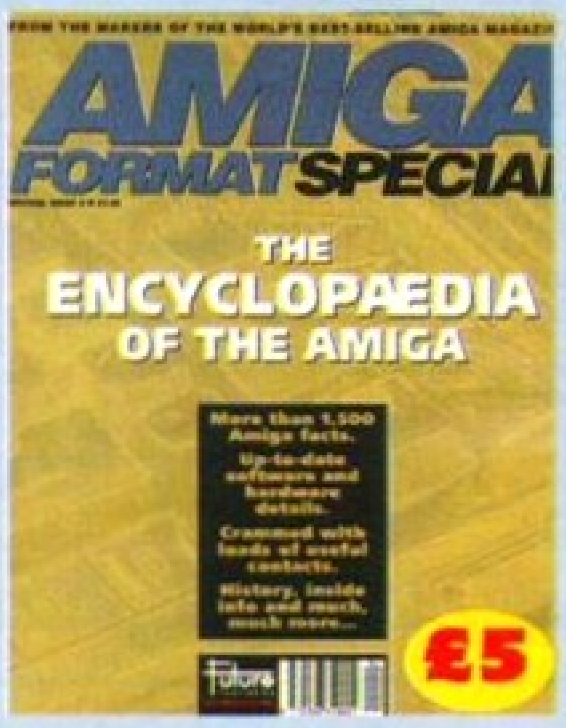
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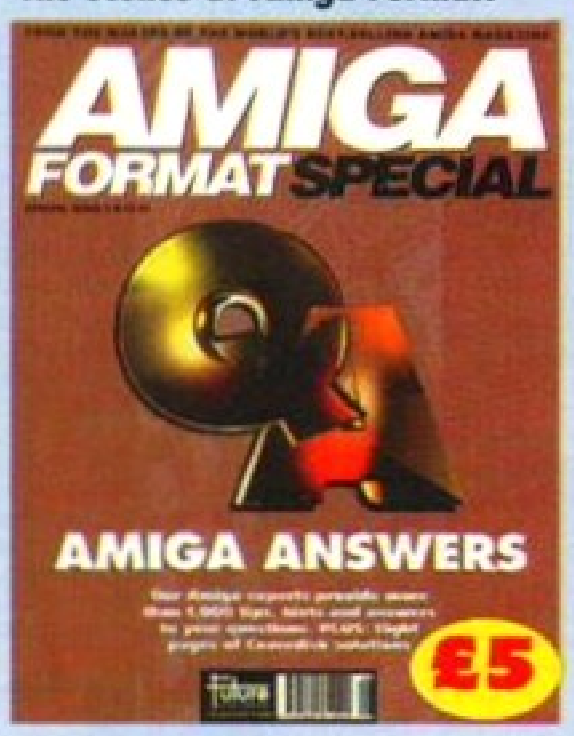
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❑ ^+ **V279 CROSSWORD CREATOR** Creates crosswords. UPDATED VERSION.
❑ ^+ **V284 MCAD PROGRAM** The Object Drawing Program. ie C.A.D.
❑ ^+ **V298 NORTHC v1.3** The Complete C language with all files needed **(2)**
❑ ^+ **V301 EYE OF THE BEHOLDER** Disk Book with Maps, Strategy & Solution.
❑ ^+ **V323 ANALTICALC SPREAD SHEET** The best spread sheet. **(2)**

THE FONT COLLECTIONS

These fonts will work with all workbench systems v1.3 to v3.0

❑ **300 ADOBE TYPE 1 FONTS** Just over 300 fonts for use with PPage 3.0 & Pagestream 2.1/2.2 only. **£44.99**
❑ **120 PDRAW FONTS** For use with all Professional Draws. **£24.99**
❑ **300 SCALABLE FONTS** For use with PPage3, PageSetter 2/3, DPaint 4.1, WB v2.04+ and WordsWorth. **£44.99**

By the packs whole or just 1 / 2 disks at a time. £3.00 Per Disk

❑ ^+ **V332 PUNT PROGRAM** Predict which horse will win the race
❑ ^+ **V339 SPECTRUM EMULATOR** Data Disk 1: The Adventure Classics
❑ ^+ **V350 BUSINESS CARD MAKER** Design your own Business cards.
❑ ^+ **V366 600 BUSINESS LETTERS** Over 600 Standard Business letters.
❑ ^+ **V390 DESK TOP PUBLISHING** Extra features,Text & Graphics Editors
❑ ^+ **V392 AMICASH BANKIN** Best bankin program that I have ever used
❑ ^+ **V394 CHEMESTETICS v2.14** Draws molecules using the calotte model.
❑ ^+ **V401 WINDOWBENCH v1.0 (2)** An excellent Workbench 2 replacement / Upgrade for all WB v1.3 users.
❑ ^+ **V413 WORKSTATION** Not just another WB clone. It's a collection of utilities with the Workbench theme. **(2)**
❑ !- **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program
❑ ^+ **V424 ANTI-FLICKER** Said to stop the flicker in High Res mode during some programs oberations.
❑ ^+ **V444 PRINTER DRIVER DISK III** Now contains instructions on how to install them. includes over 90
❑ ^+ **V479 CHESS & UTILITIES** A collection of chess related Puzzles.
❑ !- **V484 ADVENTURE SOLUTIONS (2)** Solutions for various games.
❑ ^+ **V489 AMIBASE PRO v2.0** This is most popular PD Database program
❑ ^+ **V490 MESSY SID v2.0** Reads MS-Dos disks, Transfer any text files to & from the PC. So you can do work on an IBM or an Amiga & swap text.
❑ ^+ **V521 PLOTTING & GRAPHICS PLOTXY,** A powerful full featured plotting prog. **PLANS** A. computer aided drafting prog. Requires ARP
❑ ^+ **V522 ARP V1.3 : Conman v1.3c** Makes many improvements to Dos. Includes full developers guide.
❑ ^+ **V523 DICE C COMPILER (2)** Matthew Dillons full featured powerful C compiler & environment system.
❑ ^+ **V536 CATALOGUE UTILITIES** A collection of utilities used to Catalog disk/ Video & Tape collections **(2)**
❑ !- **V567 PRINTER DRIVER GENERATOR** A selection of utilities with various excellent Printer Driver Generators.
❑ ^+ **V569 DUNGEON MAPPER v1.1** Can design maps for dungeons & Towns.
❑ ^+ **V573 FILE & HD** HDClick v2.0, Selector to make HD Menus with gad gets. File Minder, For maintaining files & Directories. DosControl, Combines functions of many separate tools. **(2)**
❑ ^+ **V575 HOME BUSINESS PACK** Excellent selection of utilities based on word processing, Data Manag-ement, Spread Sheets, Accounts & Printing. **(6)**
❑ ^+ **V583 ICONEDITOR III v2.0,** Can create Icons upto 640x200 pixels. Icons, Edit & Create any icons.
❑ ^+ **V587 GELIGNITE FONTS (2)** A selection of fonts for use with any DTP Package or Dpaint disks.
❑ ^+ **V610 GOLF SCORES v1.84** It will record each round you play, Store it, make up an eclectic score NEW!
❑ ^+> **V611 FOOTBALL LEAGUE EDITOR v1.1** Want to update your teams league position as the results come in.
❑ ^+ **V620 ASPICE v3.2** Full featured program for electric circuit.
❑ ^+ **V621 EDWORD v2.2** is a fully featured & operational Word processor
❑ !- **V624 NIB COPIER v2.0** Will copy in AmigaDos, Index Nibble modes, search mode & special parameter copy.
❑ ^+ **V627 DPAINT FONTS No's 1-3 (3)** The latest selection. Fonts for use with any IFF Painring / DTP Program.
❑ !- **V635 IBeM EMULATOR v1.5** Is a CGA Colour IBM-PC Emulator written to run on any Amiga. Shareware version
❑ ^+> **V660 HOME MANAGER** is a great all in one address book with an inventory database & To-do list
❑ ^+ **V661 VERTEX** Create 3d objects without using the X, Y & Z views. Loads Sculpt 3d/4d & Turbo Silver.
❑ !- **V662 DCOPY v3.0 PRO** You can select the speed of the disk drive, Copy modes, Dos, Nibcopy, Ver & safecopy
❑ ^+ **V666 MODELLING OBJECTS (2)** Contains over 20 vector objects in Image format. Perfect with Disk V661
❑ ^+ **V678 DRAW MAP v4.1 (2)** You can generate world maps in detail views.3d or 2d ❑ 2Mb or ❑ 1Mb
❑ ^+ **V681 GAME TAMER v2.2** Get a hold of that extra hard game & Cheat.
❑ ^+ **V684 FONT EDITOR v1.0,** Also contains other utilities. IFF Fonts
❑ ^+ **V685 ASTRO ASTROLOGY PRO** Best Astrology program on the Amiga
❑ ^+ **V686 MULTIDOS v1.12** After this program has been installed your Amiga drives can then read 720k IBM Disks.
❑ ^+ **V688 MAGNETIC PAGES v1.30** Creates disk based magazines with graphics.
❑ ^* **V690 WB 2/3 UTILITES** Contains the programs that should have been with WB 2. Take full advantage of the many NEW capabilities that are available. **(2)**
❑ ^+ **V692 RACE RATER v1.6** for people who want information about horse races.
❑ ^+ **V698 AGRAPH v2.0** Brings the world a cheap draw Bar, Line, Area & Pie chart production/ presentation program.
❑ ^+ **V700 PERM CHECK** Take the chore out of checking the winning lines
❑ ^+ **V701 STRATA v1.0** Is a landscape generater which allows printing from any angle, position or magnification
❑ ^+ **V704 AMOS COMPILER v1.34** Second AMOS Compiler Update.
❑ ^+ **V705 MED v3.21** Excellent update to the famous music program
❑ ^+ **V710 AREXX TUTORIAL** Includes several sample Arexx scripts & sample progs ARexx comes free on all WB v2.04+ disks
❑ ^+ **V711 UNIX** Contains a working demo of Minix, A Unix workalike. Minix is system call campatable.
❑ ^* **V713 COMUGRAPHIC FONTS** Will work with DPaint v4.1, ProPage, Page stream, Pagesetter & Workbench v2.04+.
❑ ^+ **V715 COMPLETE BIBLE** With the entire text of the New Testament & Torah (Old Testament). 1Mb **(3)**
❑ ^+ **V718 SPECTRUM EMULATOR v1.4** Which is NOW!! 3 times faster. Requires a spectrum computer once.
❑ ^+ **V719 FREECOPY v1.8** Removes protected games copy protection so that the user can install them on HD.
❑ ^+ **V720 DISKPRINT v3.51** A data base which prints & stores disk labels.
❑ ^+ **V724 PRINTER DRIVERS v4** Is an updated Drivers disk : Canon LPB, Canon Bubble jet's & Star 9 pin.
❑ ^+ **V727 ART OF MED 2** Another excellent select of Med tunes.
❑ ^+ **V730 ICON MANIA** An excellent selection of Icon clip Art for your WB Disk.
❑ ^+ **V731 AMOSBROT v1.1a** More fractal types which include Logistic Equation, Coast lines & trees
❑ ^* **V732 WB v2.04+ UTILITIES** FPic DCopy, Boot Menu, Scenery, Huge.
❑ ^+ **V733 SOFTWARE LISTER v1.6** This program is designed to keep a track of your Software collection.
❑ ^+ **V742 ONLINE v1.4** Program will allow you to find cheats within games.
❑ ^+ **F691 PROFESSIONAL C MANUAL v3.0** Is the largest collection of utilities, documents & examples for C, It consists of six manuals, with over 40 chapters **(5)**
❑ ^+ **V757 AMIGADEX v1.61** Creates a card index database system.
❑ ^+ **V758 TEXTPLUS v4.0e** Another update of this excellent Word processor program. Requires Hard drive
❑ ^+ **V759 TEXT ENGINE v4.0** Updated version of the Word processor with **AZSPELL.** Excellent spell checker
❑ ^+ **V761 A-GENE v4.18** The latest version of the popular genealogy database program. By Mike Simpson
❑ ^+ **V762 BBASE v5.5** database with loads of features & it's easy to use.
❑ ^+ **V770 ACCOUNT MASTER v2.12** Excellent Amos written program
❑ ^* **V773 WB v2.04 WINDOWBENCH v2.0** Excellent Workbench replacement for all WB v2.04+ Users **(2)**
❑ ^+ **V777 VOICE CLI v5.5** The idea is to control the CLI with your own voice.
❑ ^+ **V778 RAYSHADE v4.0** Complex Ray tracing package. 2Mb **(3)**
❑ ^+ **V782 FORMS** Create, Edit, Draw , Colour & print your own forms
❑ ^+ **V783 PROGRAMMING TOOLBOX** Many programs to help in your development efforts (most C but some in basic)
❑ ^+ **V784 AREXX (2)** disks which contain Arexx programs & examples
❑ ^+ **V786 PASCAL** This disk contains everything needed to program in Pascal. Includes a68k 68000 assembler & more.
❑ ^+ **V787 PROGRAMMER TOOLS** GadTools to design your user interface to your own programs using all of Amiga DOS 2.0+s new features. Also RegTools.
❑ ^+ **V790 ANIMATION UTLS** Includes CyroUtils for splitting, combining, and creating animations from IFF picture files.
❑x **V791 DIRECTORY ULTS** Includes the most powerful and highly recommended programs which are designed to make CLI & Shell tasks virtually obsolete.
❑ ^+ **V794 GRINDER** Complete graphic conversion package that supports GIF, JPeg, Atari St (Neochrome / Degas), PCX, Targa, TIFF, Ham-E and IFF Format pics.
❑ ^+ **V797 EASY AMOS PROGS (2)** Contain source code for use with Easy Amos.
❑ ^+ **V799 ADVENCED UTILs** SerNet & ParNet, Connect 2 Amiga & share resources via the serial / Parallel ports. My Menu Puts menus on your WB screen.
❑ ^+ **V801 100 PRO PAGE 3 FONTS** Theses fonts are for use with Pro Page & have be checked with the font converter which comes with your Pro Page3.
❑ ^* **V806 WB v2.04 UTILITIES (2)** 2nd collection of WB v2.04+ utilities that take advantage of the NEW capabilities.
❑ ^+ **V811 ELECTROCAD v1.42 & PRO TOYPER** Another Updated on the cad / Electronics drawing Programs.
❑ ^+ **V812 CANON** This disk contains Printer Drivers & Canon Studio, Gives better print output for any 9 pin printer.
❑ ^+ **V814 PC TASK v1.11** is a software IBM-PC Emulator. Allows you to run the majority of IBM software with NO addit-ional hardware. CGA Colour.
❑ ^+ **V815 FILE & HD UTILITIES 2 :** DirWork v1.62 File copier. MegaD Another new update on an excellent File copier like the new Disk Master Pro II in it's Operations. Also contains loads of other programs to help out **(2)**
❑ !- **V817 A500 PLUS EMULATOR** As it sounds will let v1.3 / v1.2 owners run WB v2.04+ software with out any need to purchase to WB v2.0+ chips.
❑ ^* **V819 ICONAUTHOR v1.06** Replacement for IconEdit2.0. It can transform IFF or brushes into resized 2-BitPlane brushes.
❑ ^+ **V820 BBBBS v5.7** Boud Bandit bulletin Board System Ftures include up to 99 file libraries, interface to extra devices
❑ ^+ **V821 SNOOPDOS v1.5** Monitors AmigaDos calls & allows you to see what library, devices, fonts are required.
❑ ^* **V822 BACKUP v3.77** A hard drive backup program that features, multi-drive support, full backup, compression.
❑ ^+ **V823 POWERPLAYER v3.4** Very powerful, user friendly module player. It can handle nearly all module formats can read PP modules & comes with it's own cruncher.
❑ ^+ **V826 AHDM v3.4** Hard Drive Menu. When placed in your startup-sequence, offers a 16 page menu, each page having upto 10 possible actions.
❑ ^+ **V827 REPAIR-IT: NewZap v3.3,** A multi sector file editing system. **FIXDISK v1.2,** Recover's as much as possible from a defective disk **DISKSALVE v1.42,** Creates a new file system structure on another device, with as much data salvaged from the original device.
❑ ^+ **V841 MODULA-2** Contains modula-2 language on the Amiga.
❑ ^+ **V842 SID v2.01** Sid can be used for various operations, The best is the file copier on the Amiga. Recommened.
❑ ^+ **V844 DELITRACKER v1.3** Powerful & system friendly music player. Will play over 40 difference types of modules.
❑ ^+ **V845 Q.M.J v5.31** Generate julia sets & complex Quaternion Julia slices. Displays mandelbrots.
❑ ^+ **V846 SCOPIOUS MAPPER** An excellent Dungeon mapping program
❑ ^+ **V847 MONEY MANAGEMENT v1.01** The home account package which allows you to keep track of upto 12 accounts simultaneously
❑ ^+ **V848 SLIDESHOW GENERATOR v3.1** Creates slideshows of pictures in various formats for the amiga.
❑ ^+ **V850 FRAC v1.1** is a graphical Role playing game creator.
❑ ^+ **V856 PICTURE TOOLS** Converts Pictures to other formats and styles.
❑ ^+ **V857 POSTSCRIPTERS** Down loads Postscript Fonts for printing on standard Dot matrix printers.
❑ ^+ **V858 MUSIC MAKERS** A selection of programs to produce music productions. Make your own music
❑ ^+ **V859 AUDIO TOOLS (2)** Sound and Audio production utilities.
❑ ^+ **V861 3d DESIGNER** Various 3d graphic production utilities including CLight, DKBTrace and Surf.
❑ ^+ **V865 IMAGE PROCESSORS** Contains Tools to perform a wide variety of Image Techniques (IFF)
❑ ^+ **V866 MANDEL EXPLORER (2)** This is the best collection of Fractal Generating software on the Amiga.
❑ ^+ **V869 ANIMATION ASST (2)** Will solve many of your animation problems. Includes ABridge, Players, DA & AnimTools.
❑ ^+ **V871 3d HELPER** Are you starting out with 3d graphics. This is what you need.
❑ ^+ **V872 ICON TOOL KIT** Just about every tool you could imagine
❑ ^+ **V873 UGFC v1.1** Will help you translate between Graphic formats
❑ ^+ **V875 SPACE** Help you study, identify the Stars & celestial objects.
❑ ^+ **V876 SYSTEM TEST v4.1** Checks & reports on your computer
❑ ^+ **V879 BEAT DIS MODULES** For use with OctaMED includes a Player
❑ ^+ **V882 MAGNUM v1.4** Another excellent Disk Magazine Creator.
❑ ^+ **V888 TRONI CAD v1.0** The best CAD program for your Amiga. WITH Various power functions.
❑ ^* **V896 TOOLMANAGER v2.0** Includes the ability to add menus to your Tools menu, add WB icons or Windows.
❑ ^+ **V897 OCTAMED v4.0** Save disabled version of OctaMED Pro
❑ ^+ **V899 ABACKUP v2.4** A Powerful backup utility that may be used for Hard Drive backup & File Archiving.
❑ ^* **V900 BOOTJOB v1.0** Include functions to store, install, view or execute any bootblock. Can save BB as executable files.
❑ ^* **V901 FIM v2.2** IntroMaker to create you own Intros. IFF imports
❑ ^* **V902 JCGRAPH v1.1** Demo which can show data as bar,line, planes, stack, blocks, 2d & 3d ect. Outputs in EPS, 3d Geo, AegisDraw and IFF.
❑ ^+ **V903 UEDIT v4.0 (3)** Word Processor with learn modes, Online Help, A teach Mode, copy & paste.
❑ ^+ **V921 COMPUGRAPHIC FONTS** Will work with DPaint v4.1, ProPage3, Pagestream, Pagesetter & Work bench v2.04+. About 30 Fonts **(3)**
❑ ^+ **V924 PLOT MAP v0.85** An extra for use with draw map v4.0 or v4.1
❑ ^+ **V925 SLAUGHTER CHEATS** Another selection of Hacks & Cheats
❑ ^+ **V928 THE LITTLE OFFICE** One of the best disks at the present time.
❑ ^+ **V936 LETTERS & BOILERPLATE** Letters for you to use as your own or cut & pause into a Word Processor
❑ ^+ **V939 ANIM PB v1.2** Will show long sequences of animations or pictures fromn memory or disk.
❑ ^+ **V942 SCREEN BLANKERS** A disk packed with screen blankers. Includes the Twilight Zone blanker.
❑ ^+ **V943 LYAPUNOVIA v1.0** Mind-boggingly colourful program that makes pictures from a mathematical formula.
❑ ^+ **V945 PROPAGE 3 ENHANCER** Contains over 40 Genies for use with ProPage 3.0, including useful ones like Make Pie Chart & others. Includes structured clipart for unique borders!
❑ ^* **V946 SYSTEM OPTIMIZER** KCommodity gives you memory meters, mouse/keyboard enhancements. REorg will optimize hard / floppy disks for big speed increase. HDMem virtual memory.
❑ ^+ **V947 GNUPLOT** Is a command driven interactive function plotter. Creates stunning plot/graphs of mathematical functions. Req HD & unpacks to 1.6Mb
❑ ^+ **V948 INTUITION BASED BENCHMARKS** A great package with all the popular BMs including Sieve, Dhrystone, Savage, IMath & Matrix.
❑ ^+ **V949 TESTS** Contains all of the classic speed tests and system checks we could find. Includes CPU Speed, A full featured system diagnostic tool & more.
❑ ^+ **V950 GAME CONSTRUCTION** ADL is a programming language and run-time environment designed for the convenient writing of adventure games.
❑ ^+ **V951 PROTECTION** is a collection of utilities aimed to protect your data. Password protects autobooting HD's & Document File. Lock your data files with a passworded incription.
❑ ^+ **V952 x-BENCH v1.0** Complete solution to the replacement Workbench. Contains Degrader, LastHope, View, Virus Checker, Power packer and DCopy2
❑ ^+ **V954 WHOM III (3)** Excellent database which covers Star Trek The Next generation, Classic Trek, Star cops, The prisoner, Blake 7 & Tripods.
❑ ^+ **V957 TACKS v1.2** Help you create self-booting animation disks.
❑ ^+ **V958 CLUB LEAGUE** Is a utility that will allows you to edit and keep track of your divisons/leaggue stats.
❑ ^+ **V959 AMIGA_E v2.1b** Specific compiler. E is a powerful and flexible procedural programming language
❑ ^+ **V960 CLEO v1.0** Inplementation of a new experimental Pascal like language. Includes Compiler and Source
❑ ^+ **V961 CPK v1.0** Render a space filling representations of atoms in mole cules. Handles 3dimensional spheres.
❑ ^* **V962 SUPER KILLERS v3.0 (2)** The latest Virus Killers like BootX v5.23a, which can save any bootblock and install it on another disk as well as check for viruses. VC v6.2 and VirusZ v3.2
❑ ^* **V976 WB v2.04 UTILITIES 6** Next collection of WB v2.04+ utilities.
❑ ^+ **V977 FILE & HD No 5-6** Next Excellent collect of HD utilities. **(2)**
❑ ^+ **V979 NCOMM v3.0** Is a communications program based on Comm v1.34 with lots of very nice enhancements. Has new functions over v2.0
❑ ^* **V980 KICK v1.3** Will down grade A500+, A600, A1200 users machines to run software that would NOT normaly work. Turns them into a Workbench 1.3.
❑ ^+ **V981 FONTS & TEXTURES (2)** Harlequins Presents same High Quality Fonts and Texture disks.
❑ ^+ **V983 MEGA CHEATS v3.0c** Now contains over 500 cheats. just Point & click at the game you want.
❑ ^+ **V984 PROTRACKER v3.0a** The latest updated version from Norway, Varios bugs fixed and about 70 new features, (To many to list them).
❑ ^+ **V986 MAD TEE'S MODULES 2** Excellent menu system for you to listern to the modules with out needing a Tracker program. About 20 Modules.
❑ ^+ **V988 ZIPBENCH v4.0** Another Workbench replacemant but contains excellent utilities like, powerpacker v2.2a, powerplayer, SysInfo, VirusX, Archiver, b-Base, BootIntro, Degrader, Fist Aid Box **(2)**
❑ ^+ **V990 DESKTOP MUSIC WORK SHOP v1.0** Is intended to be a tutorial in electronic music techniques. Its a simple guide & introduction. Requires 1Mb chip Ram and 2 disk drives are required. **(3)**
❑ ^+ **V993 SLIDEMANIA** A selection of very impressive high class pictures.
❑ ^+ **V994 THE MONEY PROGRAM v1.5** Features include upto a maxium of 60 accounts, upto 50 direct paymenys, keyboard short cuts. Contains documents.
❑ ^+ **V1000 GRAPHPRO v1.0** Written with Amos professional by David Jordan. Basically this program takes a set of data, plots them on a graph.
❑ ^+ **V1001 VMORPH v2.0b** By Lee Wilkie will allow you to create smooth morphs/warps between two different images over a period of frames to create an animation. Requires 1Mb
❑ ^+ **V1002 RAMOS PRO FOR AMOS PRO** If you have Amos Pro then this disk make your programs Boot without having to use your Amos pro even time.
❑ ^* **V1003 NICKPREFS** Is an enhancement to WB 2/3 which adds 3 new preferences WBPicture, BuzyPionter & Floppy.
❑ ^+ **V1004 VIEWTEK** Picture viewer which supports, AGA/ECS, 24-bit ILBMs, Shows JFIF, JPEG & most ANIM Op anims
❑ ^^ **V1005 WB v3.0+ UTILITIES** Is the first in a series of upcoming disks for the 1200 & 4000 Computers
❑ ^+ **V1009 TURBO TEXT v1.1** Excellent Word Processor. Very impressive version with all the features who would need.
❑ ^+ **V1014 POOLS PREDICTION TOOL2** Need another helping hand with the Pools then this is it.
❑ ^+ **V1016 OCTAMED v2.0** Music editor which was designed for making music for programs. **(FULL & NEW VERSION)**
❑ ^* **V1017 POST v1.86** An excellent Postscript interpreter for the Amiga which implements the full Adobe language **(3)**
❑ ^+ **V1020 SCROSS STITCH v3.7** Demo of the full registered version.
❑ ^* **V1021 WB 3 SCREENS** Enhance your Workbench with backgrounds with theses nice full coloured pictures.
❑ ^+ **V1022 LITTLE TRAVELLER v1.0** Shows a world map & you can select any country for travel information. Zooms up another close up map with more detail.
❑ ^+ **V1023 QUIZ** Contains Questions & Answers with the option to add.
❑ ^* **V1024 MANDELSQUARE v1.6** Program to generate enhanced AGA chip set Mandelbrot set images, requires an 020+ CPU & a numerical coprocessor. You can create 256 colour coloured pics.
❑ ^+ **V1025 TERM v3.1** Comms program Features Full Arexx control, Xpr transfer, filetype identification, cut & paste, point-and-click, auto upload/download, VT102/VT220, Ansi emulation, powerful phonebook & AGA support **(3)**
❑ ^+ **V1034 ADM v1.01** A flexible address database with loads of features to many to list here. Comfortable to use.
❑ ^+ **V1035 FES BASIC** Just in time for all the new machines which do not have Basic with their machines any more.
❑ ^* **V1037 A1200 WB HACKS** An excellent collection of Utilities and Hacks
❑ ^+ **V1038 AMOS PRO UPDATER v1.11** First Update to the Amos Professional.
❑ ^^ **V1039 WORKBENCH 3.0 INSTALL** If you need to install your A1200 hard disk then you need this disk. Excellent.

GAMES SELECTION

❑ ! - **1073 TETRIS ORIGINAL** This is the closest game to the original tetris
❑ ^+ **1420 DTRIS** If you want a1 or 2 player Tetris this has to be 1 of them.
❑ ^+ **1561 TRITWIS** Contains 1 player, 2 player & 3 Payer game options.
❑ ! - **1747 LLAMATRON GAME 2001** By Jeff Minter & an excellent production.
❑ ^+ **1749 SCRAMBLE** 'The Original' Remember that old classic game
❑ ^+ **1870 PATIENCE'S** Play vs the computer or another human player.
❑ ^+ **1977 POM POM GUNNER** Shoot down the incoming world war II air planes in this Operation Wolf game
❑ ! - **2018 JETMAN** Another Spectrum classic converted to the amiga. It's JetPak with all the original sounds.
❑ ^+ **2022 SEA LANCE** The first Silent Service type sub war game on PD
❑ ^+ **2054 ATIC ATAC** A rendition of the game from the original Spectrum
❑ ^+ **2162 BATTLE OF BRITIAN WAR GAME 2** Strategy war games.
❑ ^+ **2164 DUNGEON ON NADROJ** This is the best Dungeons & Dragons Public domain type game. Load Wb
❑ ^+ **2220 STRATEGIC GAMES** Eternal Rome, Lords of Hosts, In Moonshine.
❑ ^+ **2221 MIND GAMES 21** of the best challenge your mind not your shooting skills.
❑ ^+ **2272 BLACK JACK LAB** Play all the popular versions of Pontoon
❑ ^+ **2278 CARD SHARP** A professionally presented selection of solitaire games.
❑ ^+ **2279 SUB ATTACK v1.0** Control the torpedoes & sink the enemy
❑ ^+ **2280 DIPLOMACY** Classic strategy game loosely based on World War 1. 2Mb
❑ ^+ **2313 REVENGE OF THE MUTANT CAMELS** The ride of a life time with camels.
❑ ^+ **2396 PETERS QUEST** This is truly an excellent platform game for all ages.
❑ ^+ **2411 TOTAL WAR** A strategy world conquest Risk type game. 1 or more players
❑ ^+ **2432 GOLDEN OLDIES** Galaga, Galaxians, Space invaders, Asteriods, Batty & Missle Command.
❑ ^+ **2436 DRAGON TILES** Mahjong is a ancient chinese game with coloured tiles.
❑ ^+ **2447 COINDROP** Fruit Machine simulator with various gamble modes.
❑ ! - **2448 CRAZY SUE** Another first rate cute school girl platform game.
❑ ! - **2450 SMASH TV** Simular to the arcade original machine. Graphics & sound
❑ ^+> **2480 FRUIT MACHINE 2** As near as poss to the Arcade machines.
❑ ^+ **2482 DESCENDER** is a clone of the arcade, Tempest vectorized graphics game
❑ ^+ **2483 INTRUDER** is a Multi level Berserk clone with smooth graphics.
❑ ^+ **2484 CATACOMB v1.7** Graphical adventure game set on a small island in the middle of the land of EXOUSIA
❑ ^+ **2485 IRON CLADS** (1Mb) Update to the excellent Strategic War Game **(2)**
❑ ^+ **2491 LEGEND OF LOTHIAN v1.02** An adventure game in the vein of Ultima.
❑ ^+ **2494 HUNCHBACK** This is a conversion of the old classic game.
❑ ^+ **2498 AMOS CRICKET** Excellent arcade cricket simulator with graphics.
❑ ^+ **2534 BATTLE CARS II** Get behind the wheel of a heavily armed car as you race round courses 2 players with the computer link.
❑ ^+ **2535 SUPER PACK MAN 92** This is the best Pack man to date with super smooth scrolling & excellent graphics.
❑ ^+ **2613 DUAL** 2 player game where you control armoured tanks & rockets.
❑ ^+ **2614 TETREN** is a 1 or 2 player Tetris game. 2 player is Head 2 Head
❑ ^+ **2615 WAR** Strategy war game in which you control a fleet of space craft.
❑ ^+ **2617 GOLDEN OLDIES 2:** Croak, Excellent 1 or 2 player version of Frogger. BiPlanes is the most additive games we have played here 2 player only. TrailBlazer, C64 Classic. Scamble.
❑ ^+ **2620 DR MARIO** A Tetris like game where you move coloured pills down the screen. 3 in a row go's.
❑ ^+ **2621 ETERNAL ROME** Start the roman Empire from 32BC, Build fleets, armies & send them into battle.
❑ ^+ **2622 DONKEY KONG** Original platform game in which you must rescue the girl - a Mad Bomber.
❑ ^+ **2674 INTERPID** In the Artic ice you control a tank on a mission to rescue hostages in this superb Amiga original.
❑ ^+ **2676 MORIA v5.4** Loads of new features, better graphics, larger dungeons, screen updates, overview of dungeon's map **(2)**
❑ ^+ **2710 CLASH OF THE EMPIRES (2)** v2.1 Strategical war game. By T.A.Sear.
❑ ^+ **2712 ACT OF WAR** Similar war in style to the classic game Laser Squad. You control a team of special troops.
❑ ^+ **2715 TANK ATTACK** This is a 1-4 player version of the Classic Cartridge game Combat. 4 Joysticks can be used.
❑ ^+ **2716 RESCUE** Spaceship game similar to Scramble. Excellent graphics.
❑ ! - **2721 E-TYPE II** Asteroids ads where you jet around collecting weapons.
❑ ^+ **2723 SOLITAIRE** Popular card game on the amiga. Excellent version.
❑ ^+ **2724 NEIGHBOURS** This is the best graphical adventure game **(2)**
❑ ! - **2732 CYBERNETIX** Defender, Star Gate style game with super fast scrolling.
❑ ^+ **2738 AIR TRAFFIC CONTROL** Try to guide upto 100 planes into the AirPort
❑ ^+ **2775 ROULETE ROYAL** Why not gamle with chips (Money) at the casio with this game.
❑ ^+ **2778 SOCCER CARD** Truly a very simple Football Management game computer game
❑ !+ **2802 CARD-O-RAMA** Sea heven,Crib Klondike, Black-jack, Spades, Street & Alleys.
❑ !+ **2803 PUZZLES** Gold, Dumbbell, Flying, CobraBunny,Get My Goat,Wordhai,Rmyca, Rabbit.
❑ ^+ **2808 LADY BUG** Classic game simular to Pack man in style, is well worth playing
❑ ^+ **2811 WIZZ WAR** Shoot with fireballs not fire power. Take wizard through unknown Lands.
❑ ^+ **2814 BULL RUN v1.3** This is one of the classic strategy games. Very popular
❑ ^+ **2825 ALL ROUNDER** A Cricket simulation with great graphics & arcade type game play.
❑ ^+ **2826 TALISMAN (2) 2Mb** Citadel Miniatures dwarfs in a shock horror game done with taste
❑ ^+ **2842 CRAZY SUE II** Sequal to the all time best selling Public Domain platform game.
❑ ^+ **2843 ROTON** Requies 2 players but is very aditive for people you liked the original thrust.
❑ ^+ **2854 SPACE INVAIDERS II** A revised version of that old classic Space Invaiders game.
❑ ^+ **2863 FIGHTING WARRIORS** A karate combat fighting contest game. 1 or 2 players
❑ ^+ **2876 ESCAPADE** Object is to to break bricks in a wall by hitting a ball with bat. Break Out
❑ ^+ **2932 NUMERIX** If you enjoy puzzle / Tetris then this is a must. You have a scrabble board & you must place tetris tiles around to get points.
❑ ^+ **2941 EXTREME VIOLENCE** Screen scrolls around and are much bigger than Smash TV.
❑ ! - **2949 OBLIVION / DEFENDER** Is the closest I have seen to the original defender
❑ ^+ **2987 BOMB JACKY** A classic conversion not as good as the orignal but it's as the best yet
❑ ^+ **2988 BALDERS GROVE** Its here Boulder dash with a selection of levels from easy to hard.
❑ ^+ **2991 VEKTOR** Tron Light cycles game with excellent graphics, sound & playable
❑ ^^ **3023 UCHESS (AGA)** Do you find chess games easy then try this Advanced game which requires WB v3, 4Mb & a clear mind.
❑ ^+ **3037 SSW** Solar System Wars is a game for 2 players based around Space Wars but with many extra features like Planets, Stars & systems
❑ ^+ **3038 TANK HUNTER v1.0** Another two player Tank Attack game with various levels
❑ ^+ **3039 ASTEROIDS II v0.85** This is the best version of Asteroids i have ever seen, If you like Asteroids games then this is a Must..
❑ ^^ **3040 TETRIS (AGA)** If you like tetris & have a new WB v3.0 machine then you need this disk. Excellent full colour graphics.

GLOBAL IMAGE SOFTWARE

❑ ^+ **GS1 FORMULA ONE** The best Formula one managment game on the Amiga. **£4.99**
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CLIP ART (^ +)

❑ V419	VIZ
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❑ V689	WALT DISNEY
❑ V707	SCALEABLE ART
❑ V864	PRO DRAW
❑ V895	DISNEY COLOUR
❑ CA1	MIXED 1 (5)
❑ CA2	MIXED 2 (5)
❑ CA3	FRUIT (5)
❑ CA5	CHRISTMAS (5)
❑ CA6	MONSTERS (2)
❑ CA7	FLOWERS (2)

STAR TREK & DEMOS

❑ ^ + **AT05 KLINGON D7 CRUISER** fires torpedoes while passing by **NCC-1864**
❑ ^ + **AT10 ENTERPRICES** Leaves the Star station dock **NCC 1701-A** classic original
❑ ^ + **AT22 APPROACHING VESSELS** Flight Wireframe
❑ ^ + **AT23 STAR TREK FLEET MANEUVER** NCC1940
❑ ^ + **AT33 THE PROBE II** Anim. & **BRID OF PREY**
❑ ^ + **AT34 LEAVING SPACE OFFICE** Docking,Attack mode, Bird of Prey Scout attacking
❑ ^ + **1060 STAR TREK *: TNG** By Terry A Mc Intosh
❑ ^ + **1081 UTLTIMATE STAR TREK (2)** Game by Tobias Richter. Now in English
❑ ^ + **2222 STAR TREK TNG** This is the latest quiz game based on the T.N.G **(2)**
❑ ! - **2501 STAR TREK** By Jimbo Barber American **(2) (2dd)**
❑ ^ + **2503 STAR TREK** Eric Gustafson. **1Mb** & **(3) (2dd)**
❑ ^ + **2926 STAR TREK THEMES! (2)** The original sampled version of the Star Trek themes.
❑ ^ + **2879 CULT TV II (2)** This volume features 6 more cult shows from the 60s & early 70s, The Twilight Zone, The man from Uncle, The Saint, Thunderbirds, The Prisoner, & include complete Episode Guides, Indepth backgroud guides, seasons listings, cast and Credits, and Star profiles.
❑ ^ + **2884 THUNDERBIRDS ARE GONE! (2)** Excellent anim based around the Thunder birds TV progam. 1.5Mb

DEMOS AT THE TOP OF THE CHARTS

❑ ^+ 3000	LETHAL EXIT / DIGITAL (NEW)
❑ ^+ 3004	MIRROR / ANDROMEDA (2) (NEW)
❑ ^+ 3024	X-RAY (NEW)
❑ ^+ 3002	DEMON DIL DEMO (2) (NEW)
❑ ! + 2989	3d DEMO II v2.01 / ANARCHY (NEW)
❑ ^+ 2921	STATE OF THE ARTS / SPACEBALLS
❑ ^+ 2867	TRSI / WICKED SENSATION (2)
❑ ^ * 2815	A1200 LAWNMOWER MAN (2)
❑ ^+ 2858	JESUS ON E'S / LSD (2)
❑ ^ - 2984	MOVE YOUR MOUSE (2) (NEW)
❑ ^+ 2633	XPOSE / THE SILENTS (2)
❑ ^ - 2977	BIZARRE INC (2) (NEW)
❑ ^+ 2749	ULTIMATE DANCE / INTENSE
❑ ^+ 2623	TIME ZONE / TRSI (2)
❑ ! - 2632	TECHNO CONSPIRACY/ MAJIC12
❑ ! - 2965	TECHNO / INVESTATION (NEW)
❑ ^+ 2870	OLDBULLS / DAMAGE
❑ ^+ [illegible]	C64 THE DUKE BOX TUNES
❑ ^+ 2763	ITS TIME TO PLAY
❑ ^+ 2781	RAVE ATTACK II
❑ ^+ 2833	TECHNO TRANCE III
❑ ^+ 2753	HISTORY OF HOUSE MUSIC (2)
❑ ^+ 2871	C64 MEMORYS
❑ ^+ 2962	GRAPEVINE 14 (3) £4.00 (NEW)
❑ ^+ 2986	ACCOUSTIC SILENCE / QUADRIGA

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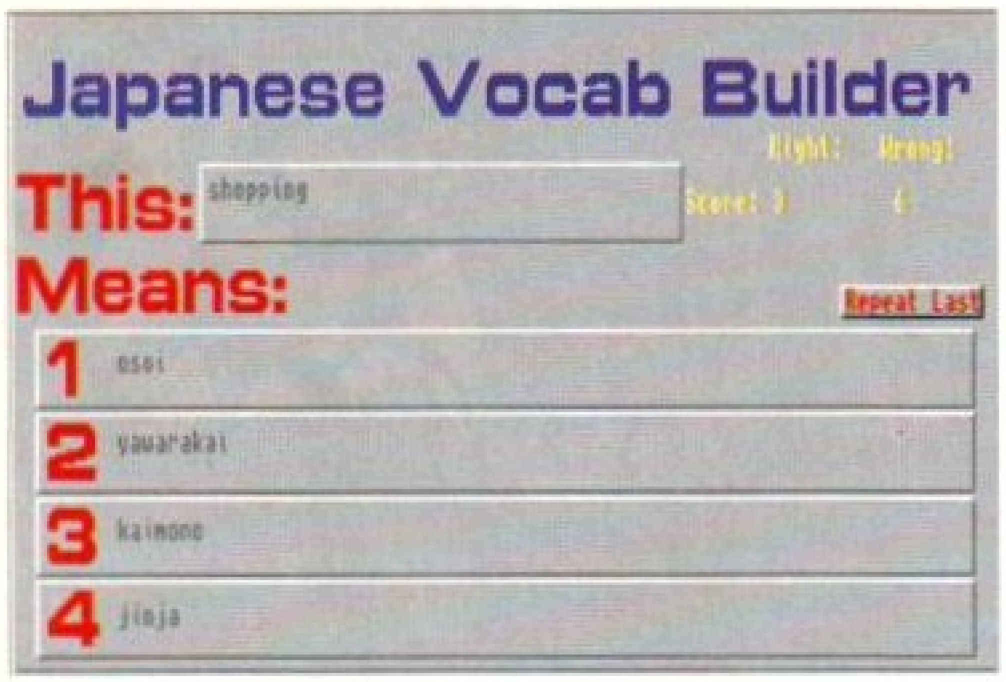


Feeling the pinch? Then cheap, or even free, PD can get you back at the keyboard or twiddling your joystick. **Richard Baguley** puts the best bargain software around on these pages...

JAPANESE VOCABULARY

EDUC

PD-SOFT V3015



My Money's on Yawaraki, but as you can see from my score, it's a good job I'm not a betting man.

This program won't teach you Japanese, but if you're already learning the language it may be useful. The package comprises two programs. The first is designed to be put into your start-up sequence, and presents you with a new word and its meaning each time you run it. The second presents you with a Japanese word and several options for the English equivalent, or vice versa. It's rather primitive, the font used is not particularly attractive, and there are a few irritating things about it such as if you get a word wrong you're given the option to try again, but the list of words is different.

SILHOUETTE

UTIL

ANGLIA PD C732



Placing the pieces in the right holes looks easy, but the later levels are difficult with a time limit of 60 seconds.

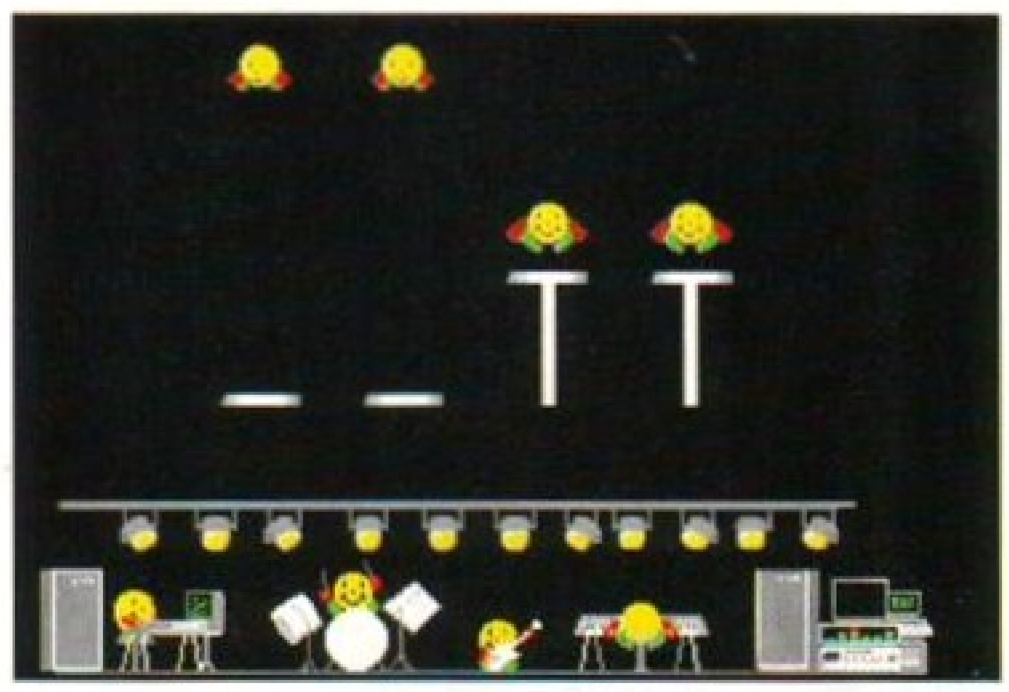
Intelligence is a relative thing, but psychologists are constantly developing tests which purport to measure it. This program uses a test based around fitting shapes into empty spaces of a variety of shapes. Those of you with good memories may recall playing with a similar type of toy in your playpen, although you weren't being timed then. There are six levels to the test which get more difficult the further you proceed. The program then compares your times against 'normal' ones, and produces an opinion of your IQ. I'm rather sceptical of programs of this type, although any program which compares Andy Nuttall's IQ to that of a gnat can't be all bad.

SUPERDARK

UTIL

ANGLIA PD U4043

This program bears a certain resemblance to a PC and Macintosh screen blanker/saver called *After Dark*, but this is its first appearance on the Amiga. For those of you who may not have come across it before, a screen blanker is a program which normally sits in memory and does nothing. If you leave the machine unattended for a few minutes, it will bring up a small, constantly changing animation. This is to prevent the image that was on the screen from being burnt into the monitor.



This screen blanker has nice graphics and the characters on the screen are animated in time to music.

Plus, screen blankers are great fun. After all, where else could you get a group of flying toasters migrating across your screen?

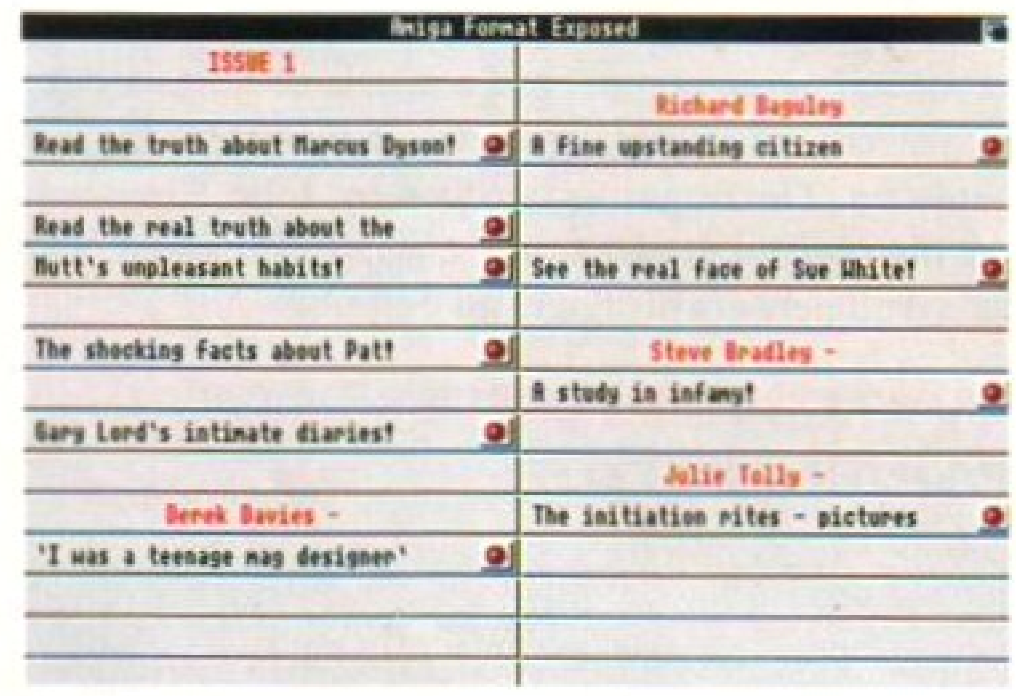
The blanker works on a modular basis, so in theory you could write your own blankers, because they are completely self-contained programs. I would also expect to see a number of PD modules appearing shortly, since it's exactly the sort of thing that appeals to all you wild and wacky Amiga users.

MENUMASTER III

UTIL

BATTY'S PD CLUB

Despite the name, this is not a ready-cooked meal you can microwave, but a program for setting up menu systems for use on disk magazines or demo disks. You define all of the items on the menu, and the effects of selecting them. The items can kick off other programs



By using *Menumaster*, you can easily set-up your own disk magazines revealing the truth to the world.

or other menus. If you're looking for a utility of this type, this is one of the easiest to use and most flexible I've come across.

While I'm looking at this disk, a word or two about Batty's PD may be in order. They work slightly differently from most other PD houses in that they charge a membership fee of £3.99, and only 50p per disk thereafter. They're still pretty new, but their library is growing by the day.

AM/FM

MAG

CYNOSTIC

It's been a few months since we featured this magazine, and it's good to see that it's still going from strength to strength. The disk is available from a variety of sources for only £2, and if you're involved in

Continued on Page 158

AMIGA SOKOBAN

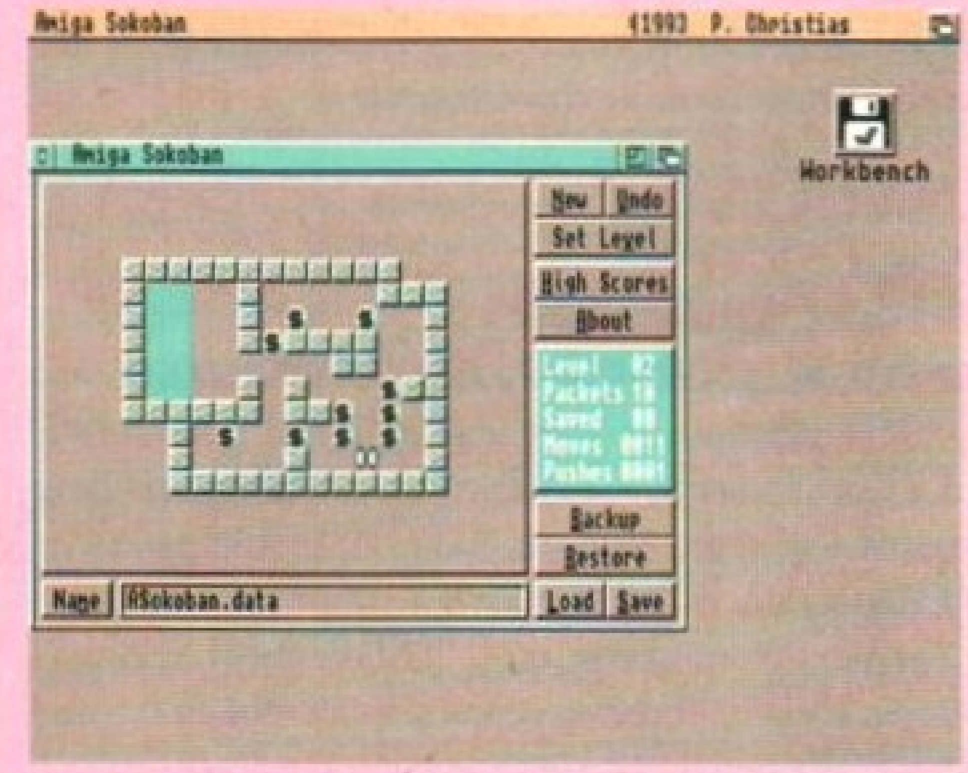
GRAPHIC

PD-SOFT 3037

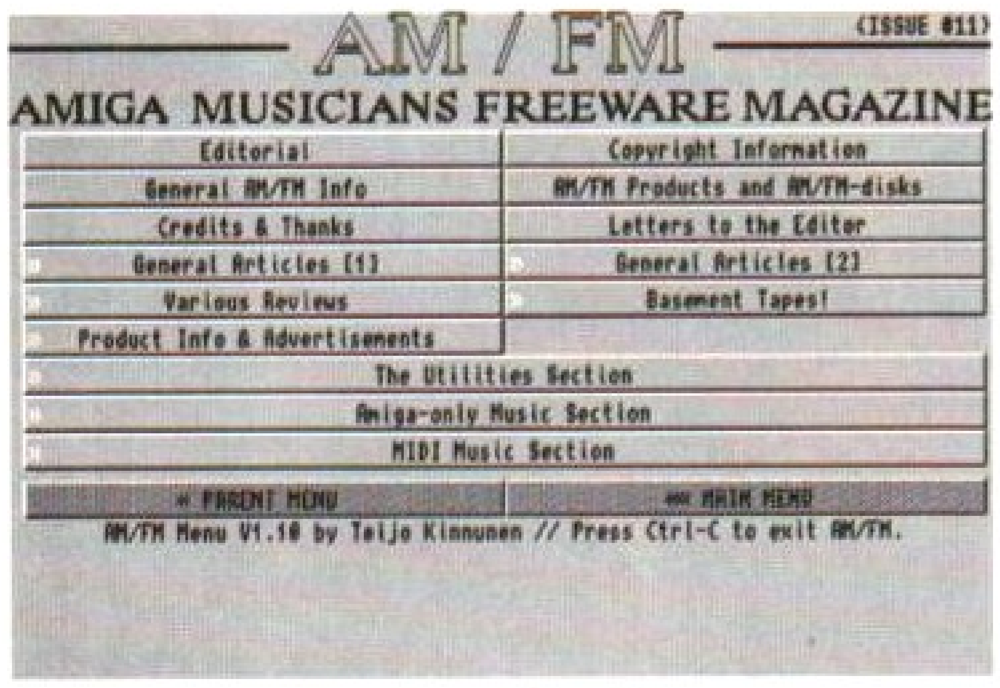
Based on an old *Unix* game, this puzzle game has you manoeuvring a pair of eyes around a maze, pushing bags of money into a safe. You can't pull or pick up the bags, so if you push it into a corner, you're stuck, and the mazes are all corners, so it's easy to get stuck. It sounds rather weird, but it's very addictive, and with 85 levels, you'll want to keep coming back to it when you've got a few spare minutes.

It runs on the Workbench, so you could easily play a couple of games while copying some disks, or while waiting for a raytrace to finish.

Also included is *Solar System Wars*, a curious game where two spaceships fight against each other, while trying to avoid crashing into two suns in the centre of the screen. These also have a gravitational pull, and crashing into them is a bad idea. It's fairly slow to play, but quite fun.



Bored waiting for your raytrace to trace? Why not try *Askoban*, a fun puzzle game.

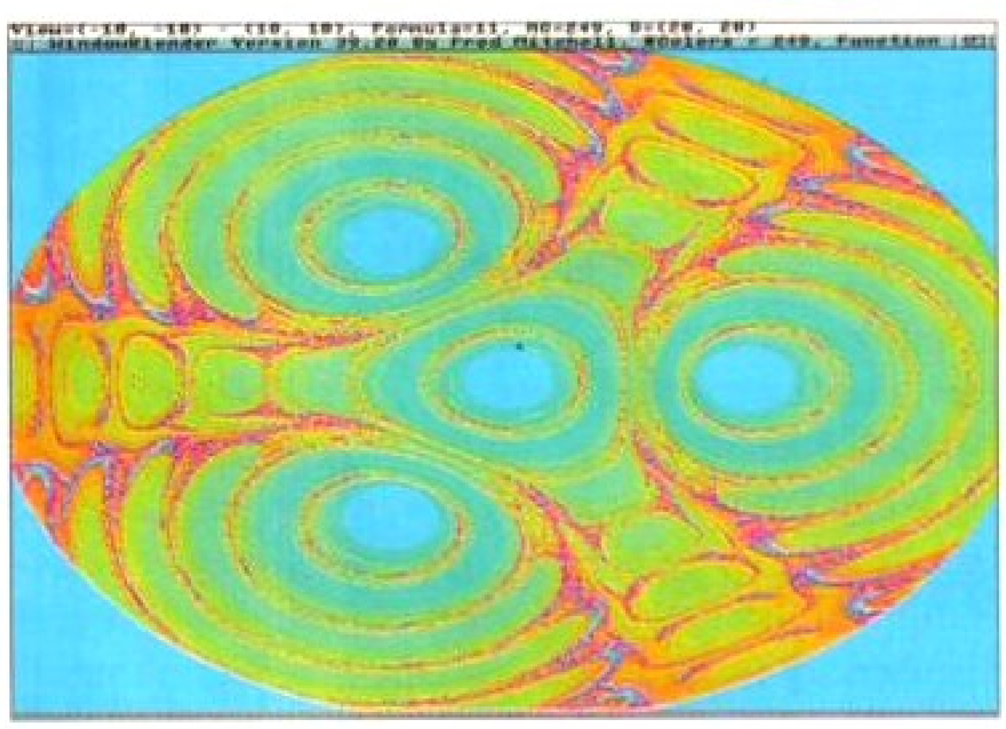


The main menu from issue 11 of AM/FM. As you can see, this disk mag covers a wide variety.

Amiga music in any way, it's well worth getting hold of a copy. The articles in this issue (number 11) include an interview with Karsten Obarski, who wrote the first soundtracker program and features on better sampling. It also contains a few utility programs, such as several music players, and a couple of songs sent in by readers, plus several reviews of new software and hardware. The magazine is edited by Teijo Kinnunen, the man behind the *MED* and *OctaMed* programs, and he's definitely got his finger on the pulse.

WINBLENDER — GRAPHIC

PATHFINDER PD



***Gravity* has always been one of my favourite fractal-type things. This fractal took several hours to generate.**

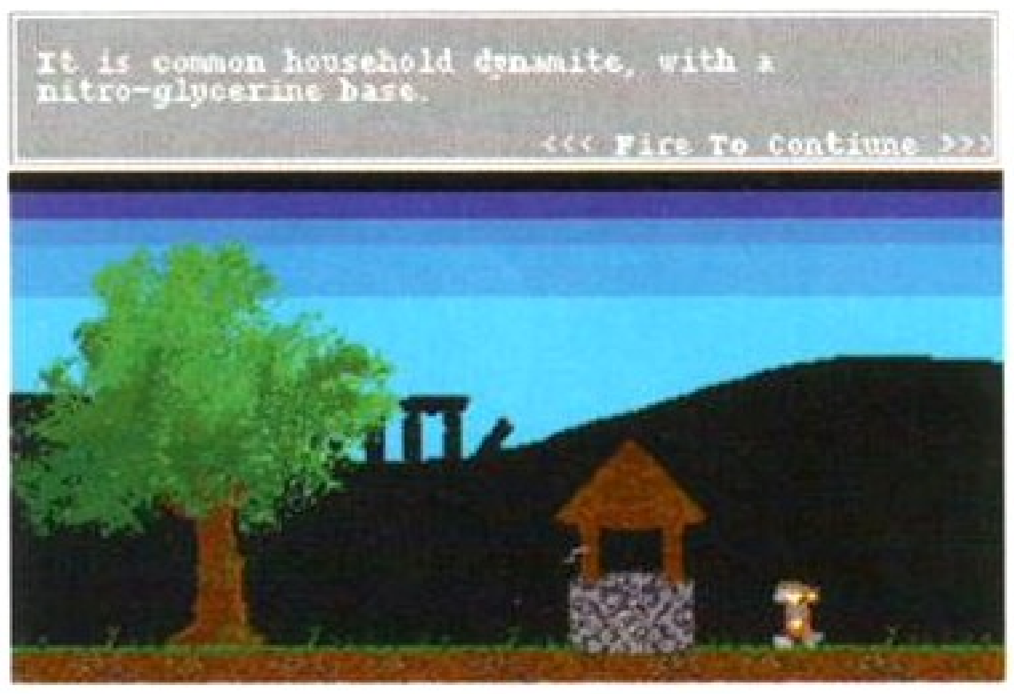
For many people, fractals are getting a little passé these days. After all, once you've seen one psychedelic Mandelbrot set, you've seen them all, right? Well, it's unlikely that you've ever seen them in 256 colours, and it certainly adds a whole new dimension, especially with colour cycling. The program has eight fractal functions built in, including the usual Mandelbrot and Julia set ones, as well as several others. As you'd expect with a program that uses the new AGA chip set, it's Workbench 2 or 3 only. This program is not the fastest fractal generator I've ever seen, but it's one of the few which uses the new chip set, so it's certainly well worth getting if you own an A1200 or A4000 and want to start generating those fractals.

IMBRIUM – DAY OF RECKONING — GAME

CENTRAL LICENSEWARE REGISTER

Nostalgia, it seems, is alive and well, and living in PD land. Over the last few months, several PD games have appeared which are, erm, 'influenced' by old games on the Commodore 64 or Sinclair Spectrum.

The next one for this, erm, 'Tributeware' treatment is *Magic Knight*, which appeared on the C64 in the mid Eighties. Written by David Jones (not the DMA one), it was, for the time, a revolutionary arcade adventure which combined elements of both platform and adventure games. Now called *Imbrium – Day of Reckoning*,



From the days of the C64, *Magic Knight* has the tributeware treatment and becomes *Imbrium – Day of Reckoning*.

it's all controlled from the joystick, with the fire-button bringing down a menu with the various options (such as use, read, take, etc). It has a genuine C64 feel, with the same small sprites and plinkey-plonk music.

You can also, if you wish, write your own music to accompany your adventures. It's quite satisfying, if only to see how much things have advanced since the days of the C64. *Imbrium – Day of Reckoning* is Licenseware, so it will cost you £3.50, but if you're nostalgic for those by-gone days, it's well worth thinking about.

POST 1.86ENH — MAG

PD-SOFT (3 DISKS)

This has been around for a few years, but this is the most recent version. It's a software interpreter for the PostScript page description language, which is used by many high-end printers. Instead of sending a page as a binary image, you send it to the output device as a text file. This is processed by the output device, which produces the page, and you can use the same PostScript file to print to a dot-matrix printer or a Linotronic machine.

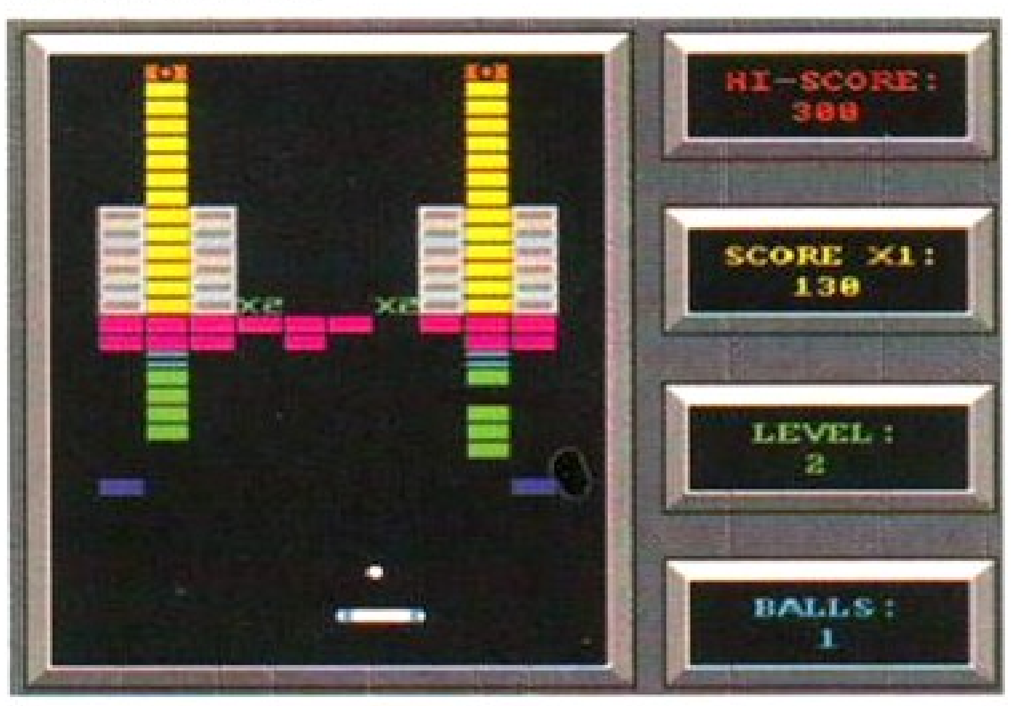
Post takes the PostScript file and interprets it, sending the resulting page to either a printer or the screen. Thus, it could be useful if you want to preview any PostScript files produced by DTP software, even if it was produced on another type of machine. It also means you can print out PostScript files on a printer that doesn't support PostScript itself. If you want to send documents to a Linotronic machine, the facility to get a proper preview of the file could be invaluable. Also with the program is a collection of PD PostScript fonts.



This illustration started as a PostScript file, running it through *Post* enables you to save it as a hi-res IFF file.

ASSASSINS GAMES 64 — GAME

NBS ASI 64



Golden oldie *BreakOut* – the new PD version allows you to design your own levels.

Yet another disk in the Assassins collection of what they consider to be the best PD games currently available, and who am I to argue with them? This disk contains three games: *Oblivion* (a *Defender* clone), *Breakout Construction Kit* (build your own breakout screens) and *Drive Wars* (a game produced with the shoot-em-up *Construction Kit*). *Oblivion* is an excellent clone of the early Eighties arcade game *Defender*. If you've not come across it before, the idea is to save your humanoids from abduction by a variety of nasty aliens by blowing them into little pieces. It's fast and extremely furious.

The Breakout Construction Kit is written completely in GFA BASIC, which unfortunately means that it runs too fast to be used on an A4000, but on a slower machine, it's a good, smooth game, and the ability to define your own levels gives it a lasting edge.

TOP 10 DEMOS OF THE MONTH

Every month we print a chart of the top 10 demos from a popular PD library. This month it's the turn of...

SYSTEC

1. Protracker 3.01
2. 150 Fonts
3. Disk Fixers
4. Clip Art Pack
5. Time to Get Down Samples
6. Colour Fonts
7. Ncomm
8. Virus Killers
9. PC Emulator
10. Printer Drivers

WHERE TO GET THE DISKS IN THIS ISSUE

PD-SOFT: 1 Bryant Avenue, Southend on Sea Essex SS1 2YD. 0702 466933

ANGLIA PD: 30 Victoria Street, Felixstowe, Suffolk IP11 7EW. 0394 283494

BATTY'S PD CLUB: 7 Denmark Road, Northampton NN1 5QR. 0604 22456

CYNOSTIC PD: 85 Wyken Croft, Coventry, CV2 3AD. 0203 613817

NBS: 1 Chain Lane, Newport, Isle of Wight PO30 5QA. 0983 821983

SYSTEC PD: 2 Ridge Road, Letchworth, Hertfordshire SG6 1PN. 0462 483604

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PD Games! PD Games! PD Games!
746 Mr Wobbly (Space Invaders game)
747 Defenda (+)
732 Cion Drop (Fruit machine sim) (+)
436 Caverunner (+) (Boulderdash game)
457 Car Racing Game (+)
742 Duel (+) (*)
516 Headgames (Shoot em up) (+)
744 Biplanes (Shoot em up) (+)
745 Mad Bomber (+)
520 Petersquest (Platform game) (+)
753 Deluxe Pac-Man (+)
695 Alien Bounce (Shoot em up)
736 21 PD Games on 1 Disk (+) (*)
694 Mutant Camels (+)
664 Simpsons PD Game (+)
662 Turtles PD Game (+)
661 No Mans Land (+)
660 Star Trek The Next Generation
659 Super Twintris (Tetris game) (+)

Animation Disks! Animation Disks!
686 Franklyn The Fly (*)
673 Total Recal Headchange (*) (+)
750 Logo Animation (*) (+)
665 Dating game (***) (2) (+) (1200)
663 Anti Lemmings Demo (**) (2) (+)
649 Gulf Cartoon (**) (+) (1200)
647 Coyote 2 (**) (+) (1200)
630 At The Movies (*) (+) (1200)
629 Pogo Cartoon (*) (+) (1200)

Slide Show Disks! Slide Show Disks!
675 Aliens Slideshow
004 Nasa Pictures
159 Madonna Slideshow
216 Robocop 2 Slideshow
222 Kim Wilde Slideshow
392 Debbie Gibson Slideshow
393 Michael Jackson Slides

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(+) = 500+ & 600 COMPATIBLE
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(1200) = A1200 COMPATIBLE

PD Music! PD Music! PD Music!
681 Partners in Crime (10 Tracks)
652 Digital Debussy 1 (Classic Music)
651 Digital Debussy 2 (As above)
650 Justify My Love
639 Grapevine Mega-Mix (42 mins long)
592 New Noise 2
542 Jarre Live (One of the best)
482 Dragnet 12" Remix (16 mins long)
383 Sunwind by Accession
356 Erasure Music Disk
355 Sonix Dukebox (14 Good tracks)
354 Music Invasion (2)
275 Amazing Tunes (3)

PD Utilities! PD Utilities!
625 RSI Vector Fonts Disk
603 RSI Demo Maker
614 Quickstart 3 Utilities Disk
599 Quickbench (1.3 only)
595 Noiseplayer 3.0 (Module player)
538 TBC Tooldisk
534 TBC Soundbench
532 Game Solution Disk (104 game sol)
513 Uedit V2.6 (Wordpro)
114 D-Copy (Disk copier)
697 T.A.C.K. (The animation const kit)
113 Mega Utility Disk (200 Utils)
749 Amos Updater V1.11
751 Kickstart 1.3 Emulator
752 Amiga A1200 Utility Disk
579 ST Tracker Modules Disk 2
580 ST Tracker Modules Disk 3
581 MAO Modules Disk 25
582 MAO Modules Disk 26
583 MAO Modules Disk 27

Demo Disks! Demo Disks! Demo Disks!
078 Budbrain Megademo 1 (*) (+) (2)
264 Budbrain Megademo 2 (*) (1200)
726 HO1 AGA Demo (A1200 only)
441 Simpson Demo By Decay (1200)
657 Plasmutex Demo (Madonna remix)
666 Alcatraz Odersey (5) (*)
654 Rebels Outland D emo
725 3D Demo II (Brill Demo) (+)
641 Rebels Thunderbolt Demo
638 Vision "Can't Be" Demo
600 Sgt Peppers Demo (2) (+)
198 Walker Demo 1 (*) (+)
199 Walker Demo 2 (*) (+)
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698 4 Eyes Animation (*) (2) (+)
748 Absolute Inerbriation (92) (*)

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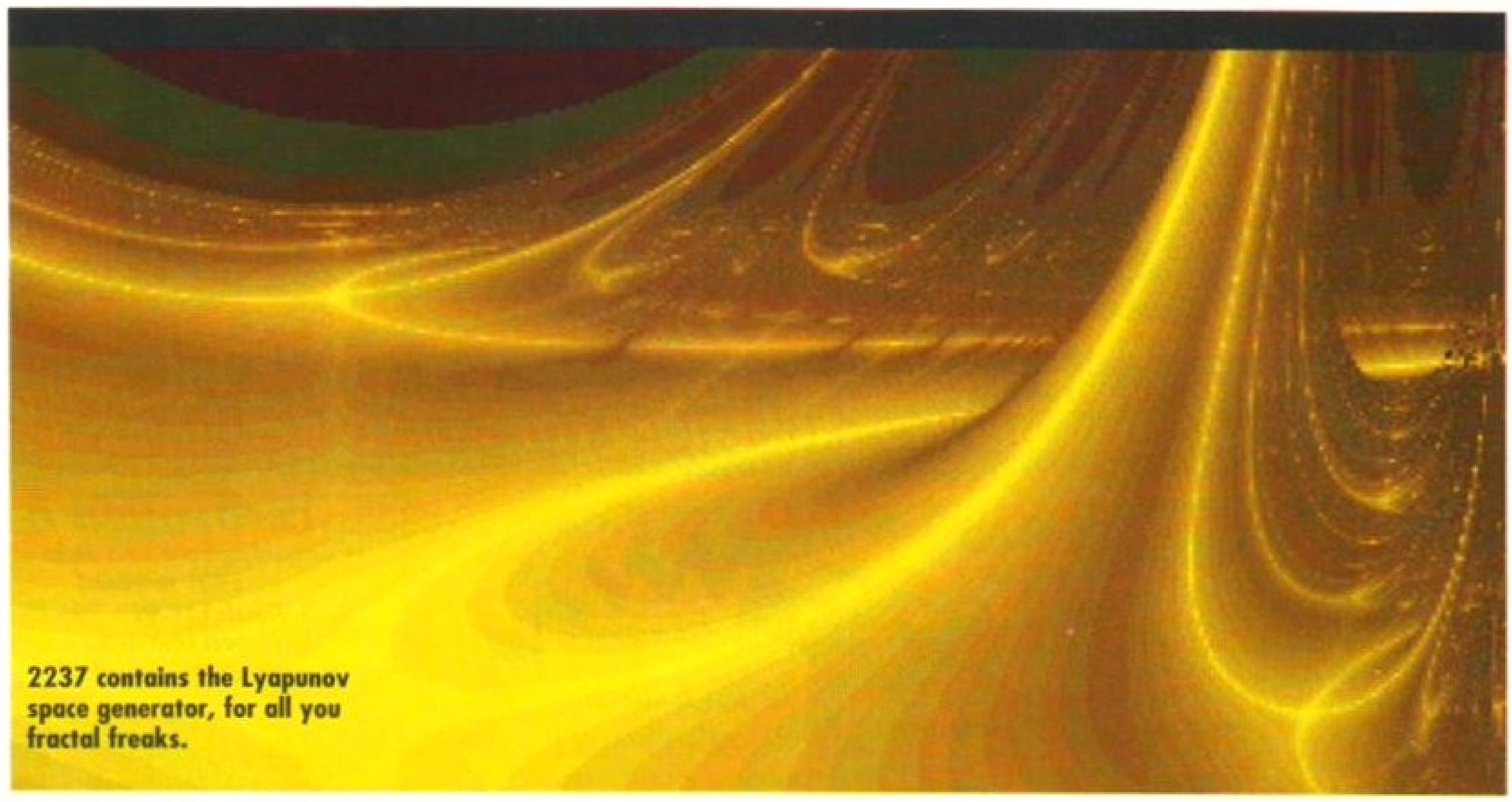
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Just how much PD software does a person need? **Richard Baguley** checks out the 17 Bit Collection, from 17 Bit Software and those CD gurus Almathera Systems.



2237 contains the Lyapunov space generator, for all you fractal freaks.

17 Bit Collection

PD CD Collection ■ £39.95 ■ 17 Bit Software

THE CD HAS long expected to be the next great leap forward in computing, but it's been somewhat slow in arriving. Over the past couple of years, we have seen a handful of programs re-released on CD, mostly with only a few enhancements over the originals, and a few rather poor CD-only titles. Nobody really seems to have come up with the kind of application that sends people hurtling to their dealer to buy a CD drive for their Amiga.

Nonetheless, Almathera Systems have been quietly producing quality titles for the last few years. Their last two releases (*CDPD* and *CDPD II*) brought us the entire *Fred Fish* collection in all its glory.

For their latest venture, Almathera have teamed up with 17-Bit Software, one of the biggest and most widely known Public Domain companies in the UK. The result is the *17 Bit Collection*, two CDs containing every 17 Bit Software disk ever produced.

The statistics which accompany this disk are staggering. The two CDs contain over 2,000 compressed floppy disks (2,301 to be exact), which adds up to approximately 2,000 Mb of data. This information is divided into two, with the first CD containing disks 1 to 1,199 (called 'The Early Years'), and the second ('The Latest Batch') containing the remainder, up to disk 2,301, which was released earlier this year. The contents range from utilities to samples, graphics demos to game cheats.

Many of the demos on the disk use non-standard disk formats, so Almathera decided to compress the disks, using the Public Domain compression utility *DMS*. This compacts a disk down to a single file, even if it uses a non-standard format. Booting up with either of the CDs takes you straight into a frontend program, from where you can decompress to a floppy disk. Unfortunately, using this technique means that it's impossible to run any of the programs on either of the CDs without first decompressing them to floppy, so CDTV owners *will* need an external drive.

17 BIT COLLECTION is available from 17 Bit Software 0924 366982

It's also rather disappointing to see that there's no provision in this frontend program for searching for a specific name or title. The only way of finding a specific disk is by its 17 Bit number. If you don't have this number, you will have great trouble finding a disk. These numbers are in chronological order, so if you know roughly when a disk was released, you should be able to find it. The ability to carry out a search for all disks which fit a specific criteria would also be an extremely useful enhancement. The current arrangement is something of a lucky dip. The company recognise this, and both halves of the production team hope to produce an upgrade in the not-too-distant future which will include a direct search facility.

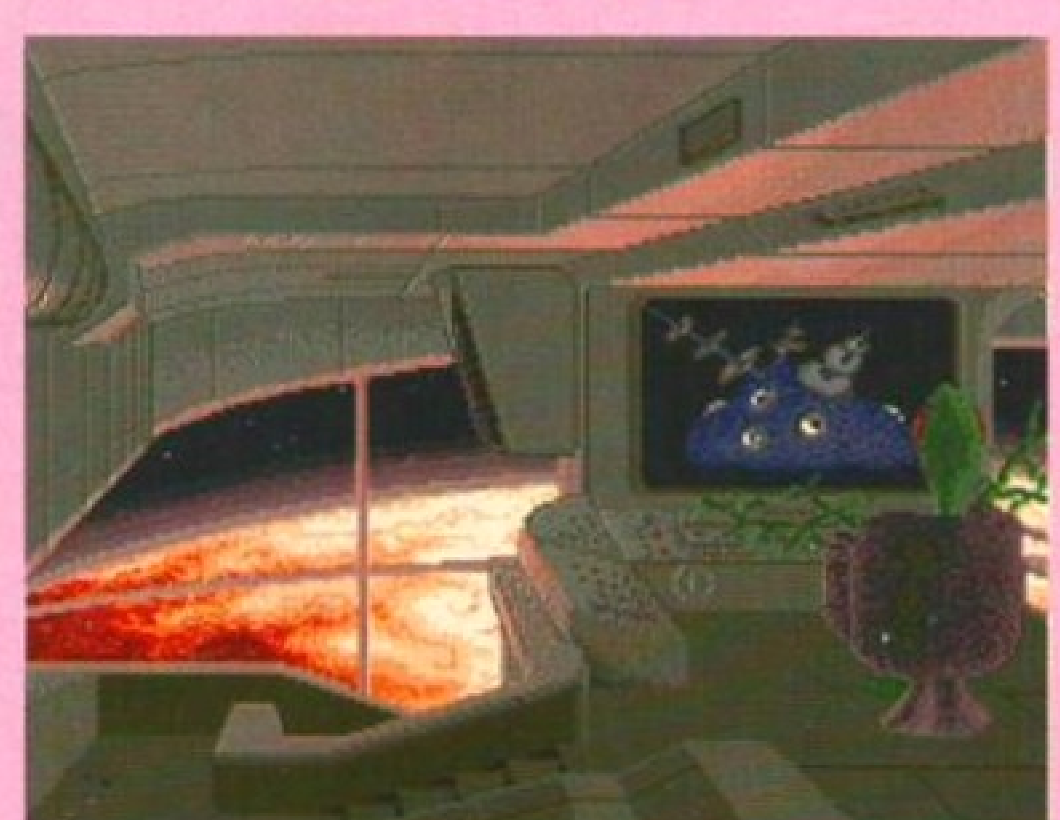
Another problem is the disk descriptions. These seem to have been taken from the company's adverts, and are usually along the lines of 'Another demo from this excellent British demo crew'. Informative they ain't, so once more, unless you know exactly what you're looking for it can be rather like finding a needle in a haystack.

The collection does show the benefits of CDs as a storage medium. This amount of data on floppy disk would take a vast amount of space, and the time taken to decompress the disks is a small price to pay for the space and cost saving over purchasing all of the disks. If you're considering setting up your own PD library, or just want to have a good PD reference collection handy, this is an excellent solution. If there had been better provision for searching the list, or even a printed list accompanying the two disks, this comprehensive collection would have earned a ***Amiga Format*** Gold. As it is, it's not far off.

HIGHLIGHTS OF THE 17 BIT COLLECTION



Disk number 542 is one of Tobias Richter's excellent animations featuring various *Star Trek* spaceships.



The first disk produced by 17 Bit was a slideshow including this weird image. It was released way back in 1983.

17 Bit Collection

SPEED ●●●
Decompressing takes between two and five minutes, which is not unreasonable.

DOCUMENTATION ●●●
There's only a small amount, in the form of an insert in the CD sleeve.

ACCESSIBILITY ●●●
Boots straight into the disk copying program, which is easy to use.

FEATURES ●●
No search function in the disk copying program makes finding a specific disk very difficult,.

VALUE ●●●●●
At only £40 for over a gigabyte of seriously good software, what else could it be?

Verdict 89%

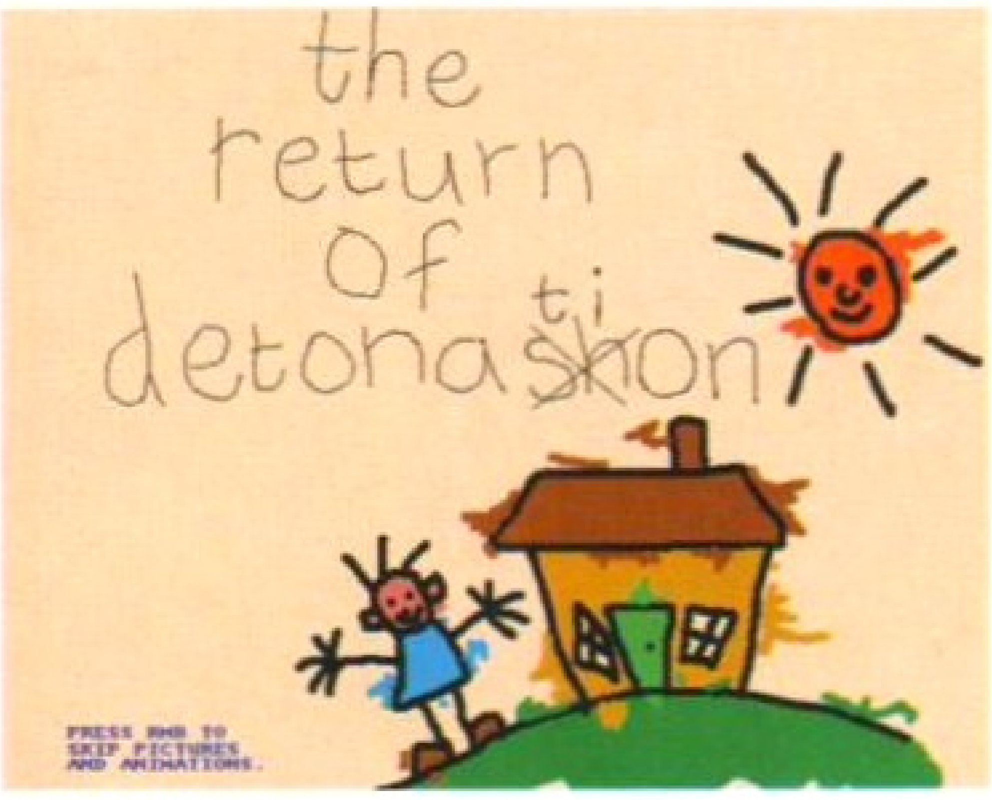
PD Demo Zone



The megademo is making a comeback, just like flares, Tab Cola and the hideous Trolls. But are they just the same old vectors that we used to get? Read on, and **Andy Nuttall** will explain…

RETURN OF DETONATION — DEMO

NBS, DISKS S631-S633



This may look pretty childish, but don't be fooled – the rest of the pictures are worse…

The first screen of this collection of artwork and music is a mock-up of a kid's drawing in hi-res, with the title of the anim and a spelling mistake to add authenticity. This screen is great, but unfortunately it goes somewhat downhill from there. The author has obviously spent a long time drawing the various still pictures on the disks, which are simply copies of original artworks such as the *T2* advertisement and the archetypal Queen publicity shot.

The problems are that the level of detail is just too high, and the colours are wrong. This doesn't apply to them all, though – some are quite good – but most need some work done on them to bring them up to the excellent standard of most of the PD artwork that's around these days.

Also on the disks are a few token animations, which are very basic and not really worthy of inclusion, and a few straight digitised pictures, including Bohemian Rhapsody by Queen (again).

As if that isn't enough, the music is not amazingly good either. Imagine a kind of club mix of the *Doctor Who* theme, with a very twee tinny organ playing the main instrument line – you know, the 'woo-ooo, eooow-woo' bit.

Oh dear, it's got me at it now. Please excuse me while I go and barf…

THE ADVENTURES OF OSCAR THE LEMMING — DEMO

CYNOSTIC, DISK A0031

Yet another lemming animation. But this one's a bit different – it's quite good! Created by newcomers Quatermass Experiment, *The Adventures of…* tries to envisage what happens to the lemmings in the game when they fall off the screen. The poor lemming who is sacrificed in this demonstration is called Oscar.

Fortunately for Oscar, leaving the game doesn't mean instant death. Instead, he is warped through time to various film sets, where lemmings act out top Hollywood roles. Beginning with the famous 'light sabre' scene from *Star Wars*, he carries on to others including *Terminator 2* and *Back to the Future*.



"Hey, dudes! Dig the green hair…" Oscar the lemming meets Bill and Ted lemming, who are dicing with death.

It's not technically brilliant – the lemmings are not as smooth as they are in the game, and each section loads from disk which can be a pain. It's great fun, though, and has raised a few smiles in the ***Amiga Format*** office.

Continued overleaf

DESERT DREAMS — DEMO

EXPRESS PD, DISKS A276-1&2



This scary creature is an example of the excellent still graphics to be found in *Desert Dreams*.



This pic seemed really ugly at first, but then I saw the lizard with shades peering over the skull! Excellent.

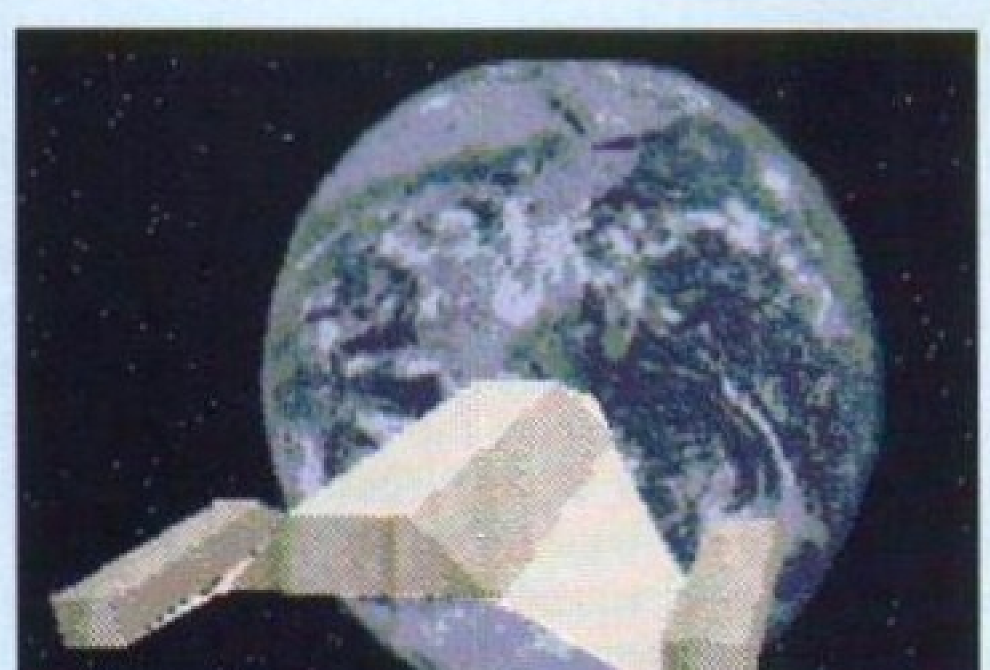
Wow, what a stormer! This two-disk demo from coders Kefrens is a cross between a megademo and a trackmo, because it has all the vector lines and scrolly messages that marks a megademo, but backing it up are four or five pieces of absolutely stonking music expertly synced to the graphics.

At the beginning is a story about a spaceship visiting Earth and taking a look at the pyramids of Egypt. The music here is slow, but the booming drums and swirling synth-sounds create an excellent atmosphere, similar to the theme tune to the C64 game *Trap* (remember that? It was well-known about five years ago), written by Ben Daglish.

Three pyramids are described – the third is the Kefrens pyramid, which has an in-built defence system to cope with intruders of a watermelon-type form. This may sound a little odd… and indeed it is.



The Kefrens are a long-standing demo group who don't often release work – but when they do…

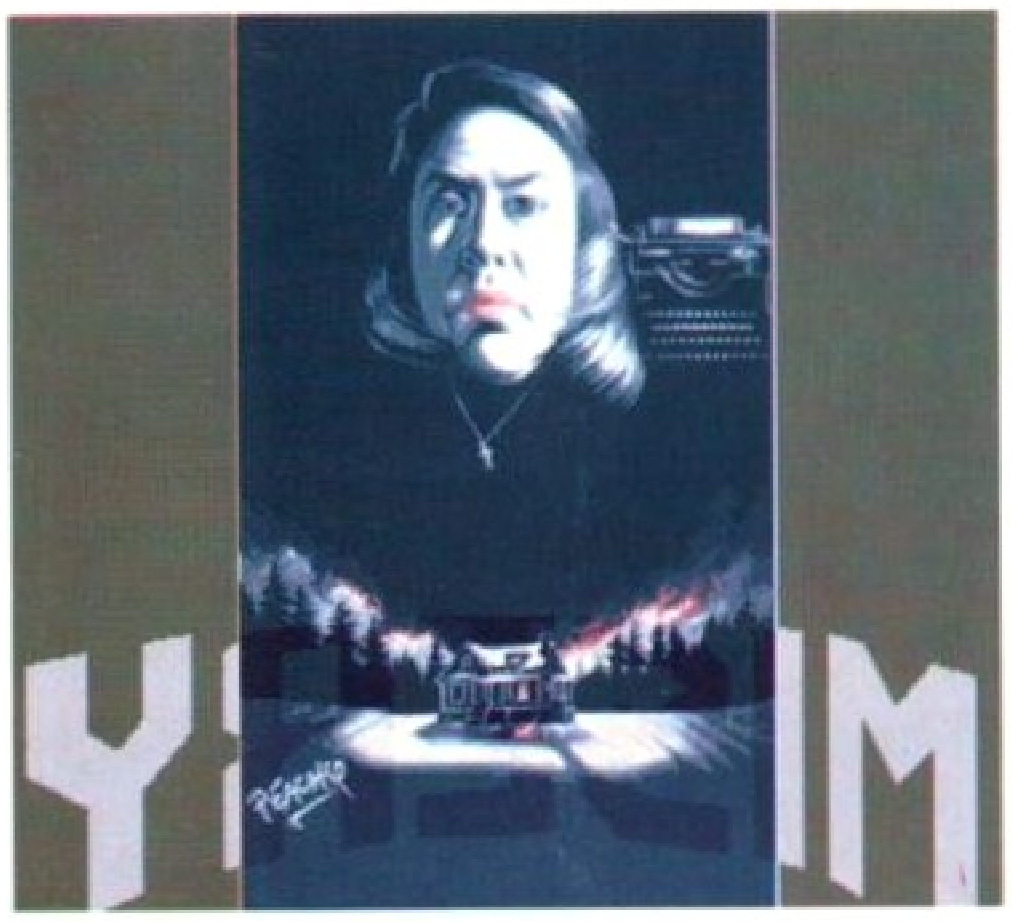


… you can bet that it's impressive. *Desert Dreams* is the best I've seen yet.

MISERY DEMO

DEMO

TELESCAN



The imposing figure of Kathy Bates looks down on the, er, house near the Overlook Hotel. What's it called? Um...

The latest offering by Masque of TRSI is a funky demo which begins with a graphic from the film *Misery*, but that's where the references to the flick stop – the rest is packed with speedy vector patterns and colourful parallax scrollers.

Although most of the effects have been seen before, they flow together well, and there are some interesting touches, such as the laser effect which is used to create a name. It doesn't exactly break the bounds of the Amiga's power, but it's nicely done all the same.

AGA CORNER

CEREBRAL LOBECTOMY

TELESCAN

DEMO

After the attempt at an AGA-only PD demo which we featured in last month's Demo Zone (*Planet Groove* and *Cynostic AGA*), it's good to see a half-decent one emerge at last. *Cerebral Lobectomy* comes from Poseidon of Belgium, and although it has a 256-colour logo it doesn't really make use of the power offered by the A1200 and A4000.

The usual things are on offer here – plenty of glenz vectors, lots of dots that are whirling around the screen – but nothing which really makes it stand out from the hundreds of decent A500 demos. There's not even so much as an improved frame rate, unfortunately. Still, AGA demos are beginning to move on to the scene, and given the current lack of support for the AGA chip set by Commodore, it's not really surprising that the machines aren't being used to their maximum potential. Shame.

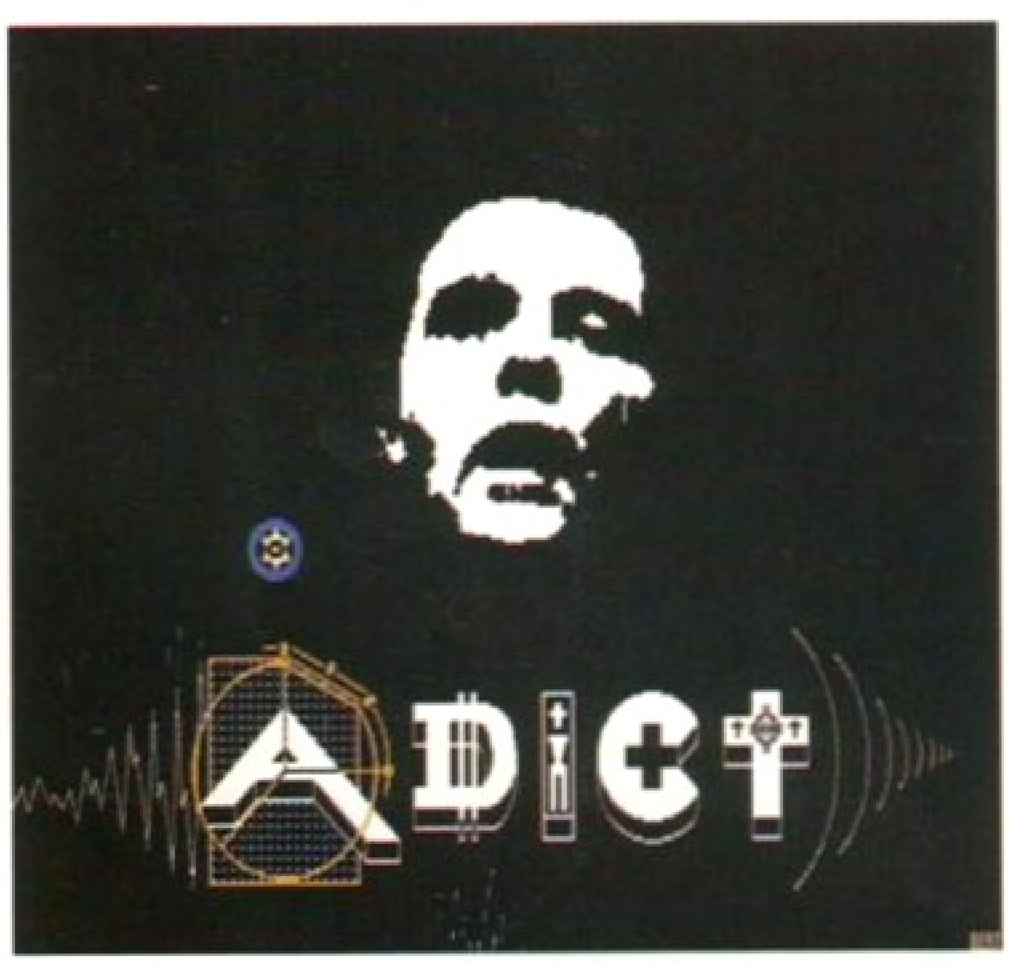


This is a static image. It doesn't whirl, tumble or move at all. A good example of the 1200's power? I think not.

MAYDAY RESISTANCE

DEMO

17-BIT, DISK 2434



Grabbing these flashy trackmos is never easy, so here's the title page for your delectation.

Aha, another trackmo. This is the type of demo as defined by LSD's *Jesus on E's* and Spaceballs' *State of the Art*, but it's not up to the standard of either of those two demos.

Subtitled *Something For Your Mind*, Mayday is a well put-together demo flashing various images up on screen synced with the rave soundtrack, and as with the two demos mentioned above there are lots of strobe-type effects. For fans of the Belgian industrial band Front 242 there are flashes of the group live on stage, and also the inner artwork of the album Front By Front, with the statement Moment of Terror is the Beginning of Life. Neat.

Unfortunately, the music is standard rave fare, and nothing like 242. If any coders are fans of industrial music, why not start writing some industrial demos?

OH NO! MORE VECTORS

DEMO

CYNOSTIC, DISK D0089



Well, we've seen vectors like this before – many, many times – but it's good for a quick flash of nostalgia.



This is nice and colourful. Some will say it's boring and no use, but then the Tate Gallery is full of such things.

Despite the obvious reference to vectors that there is in the title, this demo by Hardcore Design does not contain *one* vector at all – in fact, this demo contains *hundreds* of vectors, swirling all over the screen, using loads of different colours and patterns.

I know that we don't normally print vector stuff here on the pages of Demo Zone, but we like this collection just for the sheer novelty value it offers – virtually every vector effect you can think of has been included, so if you want a definitive vector collection then this is the one to get.

TOP 10 DEMOS OF THE MONTH

Just so that you know what's in and what's not we ask a Public Domain library to tell us the numerical order of the flavours of the month...

JEWEL PD – 0623 754061

1. Anti-Lemmin'
2. Mars Flight
3. Light Cycle Duel
4. Virtual World
5. Batman Animation
6. Kefrens Mega Demo
7. Fractal Flight
8. 808 State Remixes
9. Digital Concert 3
10. Snap the Power Remix

WHERE TO GET THE DISKS IN THIS ISSUE

EXPRESS PD, 47 Aberdale Road, West Knighton, Leicester LE2 6GD. 0533 887061.

CYNOSTIC PD, 85 Wyken Croft, Coventry CV2 3AD. 0203 613 817.

TELESCAN, Handsworth Road, Blackpool, Lancashire. 0253 22296.

17-BIT, 2-8 Market Street, Wakefield, West Yorkshire WF1 1DH. 0924 366 982.

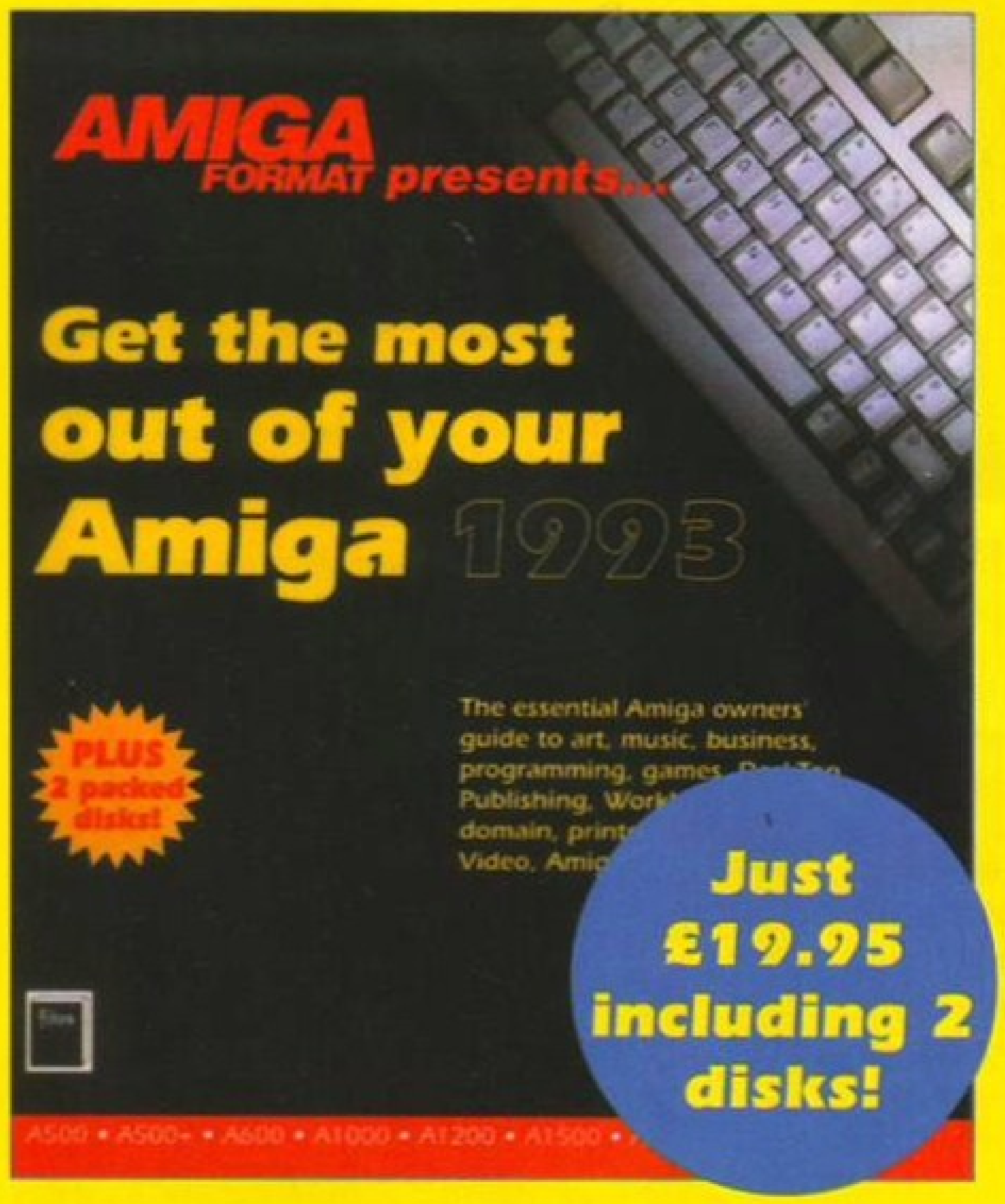
NBS, 1 Chain Lane, Newport, Isle Of Wight PO33 2QQ. 0983 529 594.

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(...Cont. on p2194)





Get the Most out of your Amiga 1993 is the third edition of the best-selling Amiga title first launched in 1991. The aim is simple: to produce the most authoritative, comprehensive and up-to-date guide to the Amiga, its uses and its software. Separate sections are devoted to specific subjects like music, word processing etc. and they're structured so as to provide background information about that area followed by specific product recommendations.

The Amiga market continues to expand at a terrific rate following last year's hardware launches. Because of this, **Get the Most...** has been completely rewritten for 1993, and in the process has swelled to well over 300 pages. Also included are two disks packed with specially-selected public domain and shareware software.

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Workbench

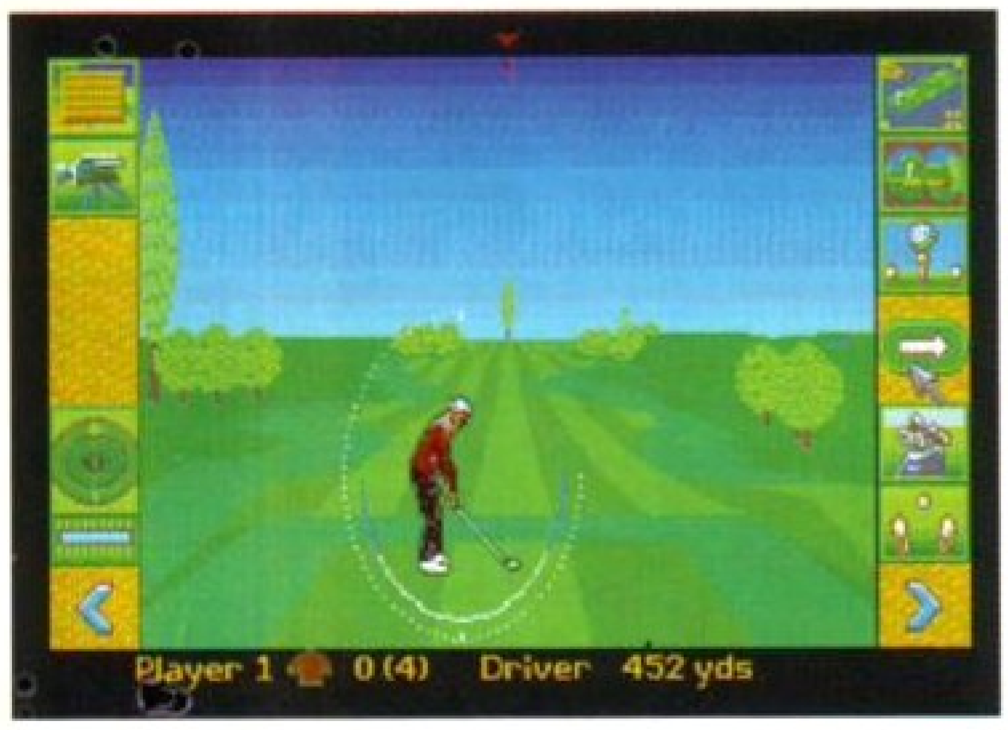
Will it work or won't it? How can your machine work faster? Better? More? All your complicated queries about the insides of your Amiga answered by **Pat McDonald**.

SAVE ON MEMORY

FROM: TOM HALTON, NEWTOWNARDS

I have recently purchased an A600 with a hard drive, and have been trying to install *MicroProse Golf* but have had no success. I consulted MicroProse, and they suggested I either disable CC0: on boot-up by holding down both mouse buttons, or try running the game from the Shell.

Neither of these options work, and I am having difficulty running the game from floppy – it will not save. Can you please help me with this problem?



***MicroProse Golf* program is not the only sports game which benefits from running from a hard drive.**

Assuming that the game will not run from your hard drive – a fairly common occurrence without a 1Mb RAM expansion in your trapdoor slot – here's a way to get around it.

Just boot Workbench from floppy! Your hard drive icons still appear, and anything on them can be accessed normally at high speed. Sure, it takes a couple of minutes to boot from a floppy, but it saves maybe 200K of memory. Give it a whirl – it certainly works on some hard-disk installable, memory-hungry games.

HOW ALERT?

FROM: STEVEN 'WORRIED' GRAVES, FLINT

When loading *Deluxe Paint*, I get a message saying "Volume has a read error on block XX". XX is usually 880, 883, 884, 887 or 889. I have tried using both *BootX* and *Virus Checker* but I still have errors. Is this easily repaired, or am I in deep trouble with my mum?

Floppy disks, like all computer storage, have to be perfect in order to work properly. One error in the wrong place can cause loading failure. Even if the error is on a less vital part of the disk, then you get corrupted graphics and/or sound.

It happens, it's a fact of life – even without hideous factors like computer viruses, disks often forget what you put on them. So chill out and stop worrying about it! You are not going to improve matters in the slightest and there isn't a lot you can do.

A *Saddam* or similar disk-validator virus may have scrambled the directory of your disk. The directory area on Old Filing System disks start at block 880 and continues on from there – failures here can be symptoms of this virus, although non-DOS disks (game disks) often report errors here. Try doing a Saddam Damage Scan from *Virus Checker*'s menu. If a virus has been at work, then that should fix it.

The only way to avoid this problem is to MAKE BACK-UPS. Look, with a music tape, if it gets a glitch then all you hear is a sudden burst of noise followed by the music. On a computer disk, one glitch is enough to ruin it. If you have two copies of the same disk, and your back-up goes wrong (always use back-ups, NEVER originals) then all you do is make another copy and use that. Understand these words – prevention is better than cure.

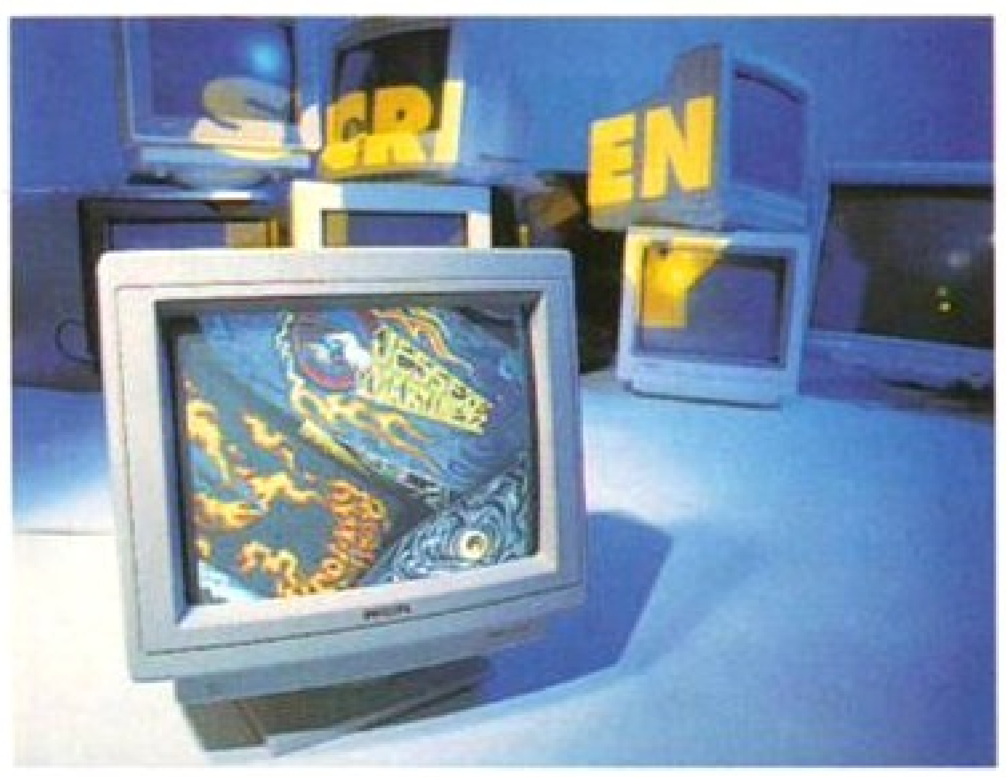
OLD BUT STILL FAST

FROM: JONATHAN ELLIS, CHELTENHAM

I am about to purchase an A3000, to go alongside my trusty A500.

1) Can an A500 display properly on a Philips 7CM high-resolution SVGA monitor?

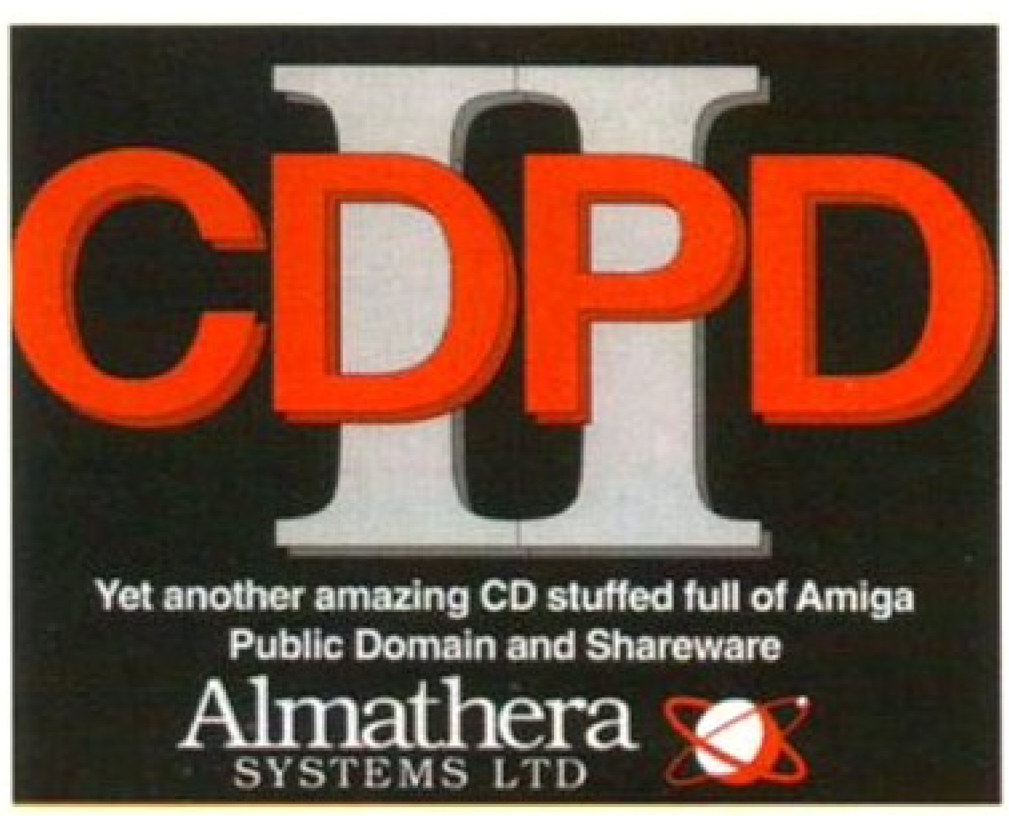
Only if it has a flicker fixer (or de-interlacer) board fitted. A suitable type for the A500, A500 Plus, A1500 or A2000 is the Flicker Free Video 2 from ICD.



The Philips 7CM is a fine monitor, but it cannot display non-interlaced graphics without a flicker fixer.

2) Can I link both machines together, for instance to read data from my A500s AdIDE hard drive into my A3000?

Yes. There is a Public Domain networking package for all Amigas, called *Parnet*. It allows up to 254 machines to be linked together via the parallel port. It's not particularly fast but it does work. *Parnet* can be found on *Fred Fish* disk 400.



***If you know anybody with CDPD2*, the full details of *Parnet* are on that massive disc.**

3) I need to use an Apple Macintosh (I hate the screen layout on Macs). Would the AMax emulator be any good?



The original AMax Macintosh works with most Amigas - the significantly better AMax II Plus does not.

The AMax emulator is a mono Mac emulator and there's also a new colour emulator called Emplant reviewed on Page 120.

What's the difference between AMax II and II Plus?

AMax II works on all Amigas and requires an external Mac floppy disk drive, whereas AMax II Plus comes on a Zorro 2 card and so only works on an A1500 or above machine. AMax II+ also has an Appletalk network connector and uses the Amiga's floppy disk drives to read and write to Mac floppies.

Where can I get Mac ROMs for AMax without writing off to Japan?

Erm, well as Apple get very shirty about people dealing in their ROM chips, I'd better keep quiet. Let's just say you have to use the telephone and ask around.

Will it display in NTSC or PAL?

Either. What is your Amiga currently displaying?

4) Which Copper chip does the A3000 have?

There's no such thing as a Copper chip. The co-processor is inside the Agnus chip (Alice on A1200/A4000). A3000s have 2Mb chip RAM capable ECS Agnus chips, such as the 8372B or the 8372A/B. Don't get the A/B mixed up with the 8372A as found on most A500s – that only lets you have 1Mb of chip RAM at most.

5) What sort of RAM does the A3000 take?

Three sorts, and it's a bit involved. As standard it

comes with 2Mb of DIP RAM chips, split into 1Mb of chip RAM and 1Mb of fast RAM. Now, you can either buy more DIPs, taking it up to 2Mb of chip RAM and 4Mb of fast RAM. Or, you can move all the DIP chips over to the chip RAM slots, and put in ZIP RAM chips in blocks of 4Mb, to give you the full 2Mb of chip RAM and 4, 8, 12 or 16 Mb of fast RAM.

Once you have used up all the sockets in an A3000 for ZIP fast RAM usage, you can add even more memory via the Zorro III sockets. I believe that a total of 64Mb of fast RAM can be added per socket.

A few final words – chip RAM has to be DIP type chips. You can't mix DIP and ZIP RAM that is mapped as fast RAM, and if you go for ZIPs, do get static column types (SCRAM chips) because these go fastest.

6) Could you tell me what is the standard rate for Bulletin Board Systems?

There isn't one. A lot of boards run at a maximum speed of 2400 (because they are run by sysops who can't afford faster modems). Some of them cannot be connected with unless you have a proprietary Miracom HST modem. Remember, a reasonably fast modem (say 9600) can switch down to lower speeds.



The Supra 9600, while not quite as fast as other modems, offers good performance for a fair price.

What happens if you use a non British Telecom approved modem to call up BBSs?

Nothing, unless you are caught and charged with the offence. Oops, that's let the cat out of the bag.

7) Will there be a CD-ROM drive for the A3000?

Not as far as I can see. The A3000 doesn't have a 5.25-inch drive bay, so there's not really anywhere to put a CD-ROM. The A3000T (tower system) does have such a bay. Whether Commodore really believe enough in CD-ROM to release drives for all Amigas remains to be seen. They seem to be long on promises and short on action.

If not, can the A570 be dismantled and plugged into a Zorro slot?

Not without considerable electronic modification. That is, grief.

8) Is there a program in the Public Domain that gets the A3000 to run Kickstart 1.3 programs?

On the A3000, Kickstart actually lives on the hard disk in the Devs directory. Kick 1.3 (also called Relockick 1.3 or just Reloc) is a PD disk that can be used instead, but you can just have the file ready to load.

Do be aware that unless you have a Workbench 1.3 partition or directory on your A3000's hard drive your hard disk will malfunction under Kickstart 1.3. And finally – having Kickstart 1.3 does not solve all incompatibility problems.

9) Is it possible to copy all *Amiga Format* Coverdisks to a hard drive?

No. For a start some of them (very early ones) are not O/S friendly. And although in theory you can copy the files from a Coverdisk to a hard disk, some programs (such as the *B17* demo from last month) insist on running from floppy. Mind you, the majority of programs from about *Amiga Format* 20 onwards do work from a hard drive, purely because that's the date from when we started having hard drives wired to our Amigas in the office.

GOING UP

NEIL WELLS, MIDDLESBROUGH

I have recently bought an A1200, after having owned an A500 for several years. I was very impressed, but I want it to go faster.

1) What is the capability of my machine – can it take a 68040 or what?

The simplest (and currently cheapest) way to speed up an A1200 is to fit some fast RAM in the trapdoor. An Amiga with fast RAM works at least twice as fast (slightly faster in the case of the A1200) as one without. The MBX1200 from Microbotics is but one of a promised range of memory expansions from various manufacturers. As the choice grows, competition tends to force down the cost of such expansions.

As for a faster CPU, a 68030 is available, a 68040 is feasible (they do add a lot in terms of power consumption and heat to a computer system) and the proposed 68060 is possible, although you shouldn't take that as read since that chip is not currently available. Accelerators do not drop in price so quickly as RAM expansions, probably because less people tend to buy them.

2) How is my warranty affected?

It isn't, so long as the RAM expansion or accelerator plugs into the trapdoor – which should be the case for all such expansions. Remember that you can't fit more than 8Mb of fast RAM to an A1200 without upgrading it to a 68030 CPU.

3) Would fitting an accelerator speed up games like *Wing Commander*?

Nowadays most programs, including games, are speeded up if the computer is speeded up in some way. Sometimes this can be a problem if the speed up is too great, because some programs (like *F15 Strike Eagle 2*) go too fast.



Many new A1200 trapdoor RAM expansions are arriving – they're much faster than a PCMCIA memory card.

4) Finally, it's always bugged me that flight simulations are always much better on the PC than on the Amiga – why is this?

One of the most obvious reasons is that PC arcade games are not very good. At the same time, because PCs are based on older Intel CPU chips, they tend to be cheaper than the equivalent Amiga. So you can get a faster PC for the same amount of money invested in an Amiga.

Also, the PC had 256 colour graphics years before the Amiga. So you had a fast CPU calculating lovely multicoloured polygon. Ideal for flight sims, eh?

The situation changed drastically with the A1200. Sure, it's not amazing without some fast RAM – no Amiga is. But it's got the potential to run just as fast as many PCs. It just remains for developers to adapt to the new standard without losing the custom of the owners of older Amigas.

An awful lot of programs involving polygon graphics from companies such as MicroProse and Digital Integration have been held back because of the A1200. Where's the PC going, bearing in mind that IBM do not actually make the things anymore? AF

'ELLO, ELLO, ELLO

GRAEME FRYER, HARROGATE

I was using my A1200 several weeks ago when I was astonished to hear my Philips 8833 mark 2 monitor squawk some sort of radio frequency at me, for a couple of seconds. A week or so later it happened again, only this time it lasted just long enough to be recognised as a police transmission.

It seems when a squad car goes past the house, my monitor is sometimes able to listen in, albeit for very brief moments of time. Why? Is my monitor currently breaking the law? Should I return it to Philips?

Legally speaking, you should be all right, since you are not actually attempting to monitor the police – it's just happening spontaneously. You obviously have no criminal intent in the matter.

I would take the monitor back to the supplier and see if a replacement has a similar fault. Accidental cross interference is a nuisance, not a crime.



Not only the Philips 8833 picks up radio – it's a common problem with many sound amplification circuits.

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Answerfile

Short, simple, answers to the most commonly asked questions, dished up in style by Amiga ace **Pat McDonald.**



If sound samplers do nothing but snap, crackle and pop on your A1200, it may be down to the modulator problem.

Q Why do all sound samplers sound crackly on my A1200?

A There are several explanations for this. The most likely one is that the amplifier – which takes your A1200's sound and boosts it into a reasonable volume – is faulty and so you hear crackling and popping noises in the background.

Many A1200s do have faulty TV modulators which do horrible things to the sound when it is coming out of a television. Finally, the material you are trying to sample may sound crackly on the machine that's feeding into the sampler. It is very unlikely that the samplers are at fault, since you have tried several different types.

Q I have recently bought an A1200, after having owned an A500. I don't know how to make international calls (and they are expensive) so could you give me the overseas price of the *AMOS* manual plus data disk and the same for TOME series 4?

A You can get the *AMOS* manual and Data disk for £13.95 from our mail order department (for details, see Page 148). *TOME* series 4 costs £24.99 for *AMOS* club members or £29.99 for non club members and is available from Shadow Software, 1 Lower Moor, Whiddon Valley, Barnstaple, North Devon EX32 8NW, UK, Europe.

Q I want to transform my Star LC20 black-and-white printer into colour. Can I do this just by putting a colour ribbon in?

A No. All you'll get is the same output in a different colour – if you put a red ribbon on, the output will all be red. If you put a multi-coloured ribbon on, then the printer wouldn't recognise it. It needs a colour conversion kit to make it work. Care Electronics produce a program called *Flexidump 2*, which can output colour pictures on black-and-white printers with different coloured ribbons – but it's a nuisance to keep changing them.

Q I'm a PC owner. Before you start hurling abuse, let me explain. I used to own an A500 – it was a very nice system. However, circumstances dictated that I needed a PC. I've just bought a sound card for it, but I soon noticed that very little software actually makes use of it. I really do miss the sound from my Amiga. Is it possible to port Amiga *SoundTracker* modules on to the PC? I've still got lots of them.

A There is a shareware or Public Domain AMiga Tracker program which does just what you want and it's available from PD Soft on 0702 466933.

Q I have a problem with the *Vista* Coverdisk from *AF33*. I got it to create a series of 10 32-colour frames, by carefully adjusting the camera and target positions. But when I load the frames one by one into *Deluxe Paint III*, all the colours are wrong on all except the first frame. Would using *DPaint IV* and HAM graphics frames help?

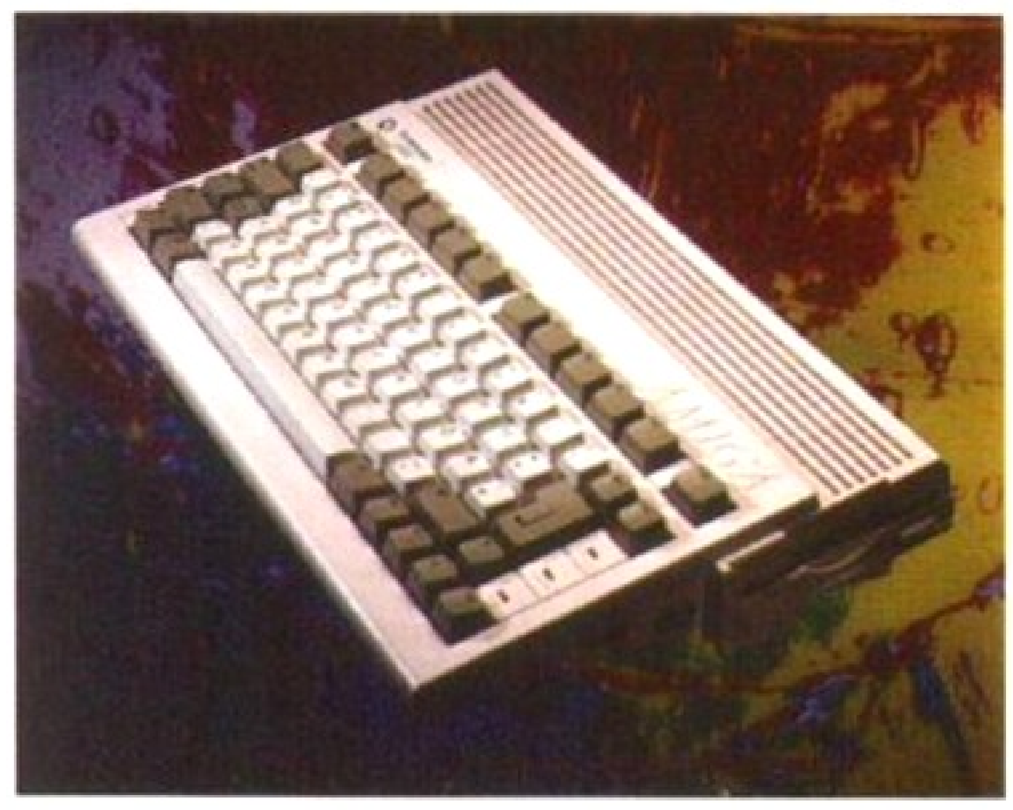
A Not really. What is happening is that, while *Vista* is using the 32 colours as set up on the CMAP (Colour Map) screen, it is using them for different bits of each frame. All you have to do is go to the CMAP screen, and then click on the LCKPLT button (Lock Pallette). All frames generated from then on will be locked and can be built up into animations.

You still have to do this to create ANIMs in HAM and other graphics modes (up to and including HAM8), because they usually require one pallette per animation. *DPaint* does not allow you to change pallette in the middle of an animation. *Pixmate*, among other image processing programs, can remap a series of screens into one pallette. And finally, 24-bit true colour animations do not suffer from this problem.

Q I will soon have some cash to spend on my A600. What is the best expansion to go for – memory, extra floppy disk drive or hard disk?

A It depends on what you plan to do with your Amiga. If you use programs (games or serious) that come on more than one disk, then an extra floppy drive makes sense. It makes more sense if you want to explore Workbench and get to grips with it, because some games don't use more than one disk drive. An extra disk drive saves you swapping disks.

As for memory, an extra 1Mb fitted internally will certainly help with serious software, especially desktop publishing, desktop video, music or other graphics/sound intensive programs. Internal 1Mb expansions that fit in the trapdoor are always mapped as chip RAM, which is used to store sound and graphics on the Amiga. Do try and get one with an on/off switch, as some programs don't work with 2Mb of chip RAM (although this is rare).



How do you decide the best way to expand your A600? First step is to take a good look at the software you use.

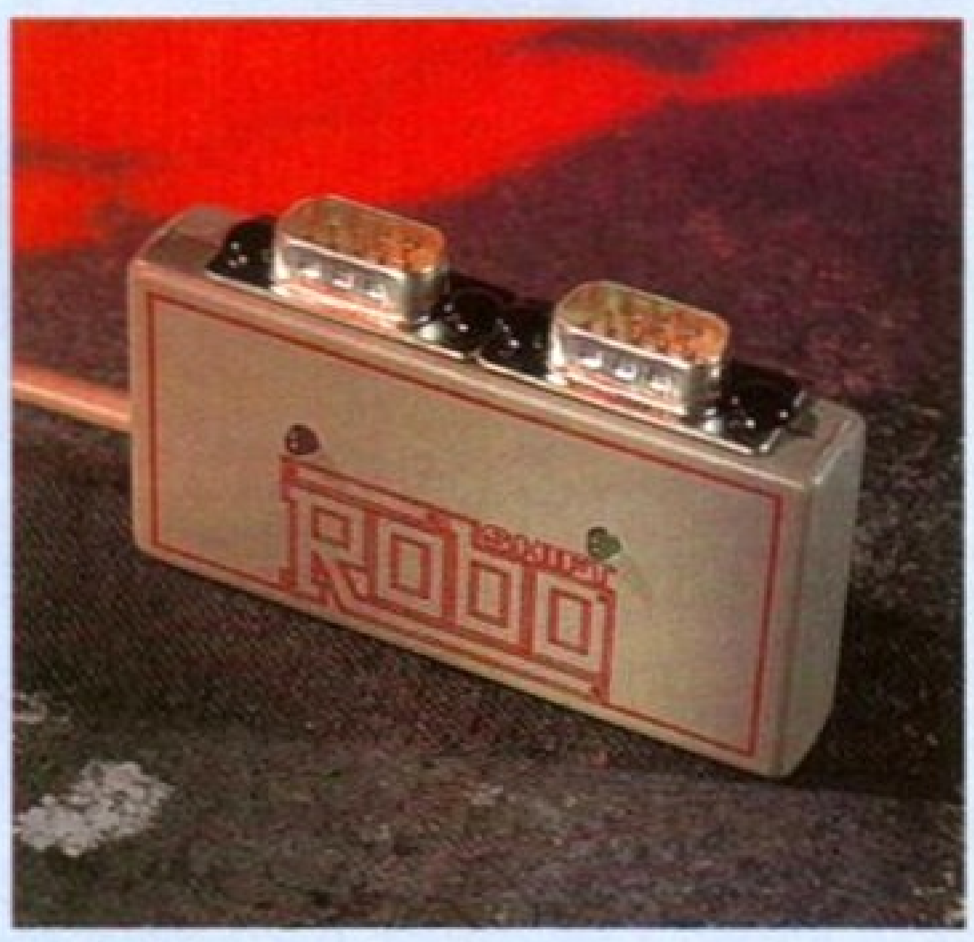
A hard disk is really only worth buying after you've got one of the above 1Mb memory expansions. The reason for this is that all extra disk drives take a little bit of memory away from the computer. This isn't too much of a problem with Workbench 2, as found on the A600, since you can disable drives to free up some memory to run certain programs. But if you already have 2Mb of memory then you don't have to keep disabling drives.

A PCMCIA memory card, while expensive at present (about £129.95 for a 2Mb card) helps speed up the system slightly, and can also be formatted as a floppy disk. The two or four megabytes of extra memory is very useful for seriously memory-intensive programs, such as 3D rendering programs (read all about these next month), but the machine is so slow that they really do take their time to work.

Q Does the Roboshift joystick/mouse switcher make the two ports split into four or one port split into two? Is it any good, where can I get one from and how much will it cost? If the Roboshift doesn't allow for four joysticks on its own, could I also plug in a four player adaptor, giving me six ports in all? Would this work and is it a good idea?

A It allows you to plug one mouse and one joystick into one game port. You select which you want to use by pressing the fire or left mouse buttons.

Yes, they are good, because they save a lot of wear and tear. It's very common for mice and joysticks to stop working on the Amiga, because of metal fatigue on the game port. In time, they literally snap off. MJC Supplies (0462 481166) sell the Roboshift for £13.95 each. Yes, it would work but it's not really a good idea. For one thing, very few games use a four player adaptor, and would you really want to have to buy two extra joysticks and an extra mouse?



A Roboshift joystick/mouse switcher can give you greater flexibility when it comes to gameplay, and it'll help reduce wear and tear on the Amiga's game port.

Q Sometimes I am disappointed when you print, 'sorry, I don't know the answer.' Are you a qualified Amiga expert?

A The reason why I do this is partly because I don't know everything about the Amiga. I don't think anybody does, especially if you consider the sheer volume of software releases and hardware expansions ever produced for the machine. What I can say is that a very broad experience of the machine is the best qualification, and I certainly have that.

To answer your question, sometimes a common problem comes up that nobody has found the answer to yet. So I print the question, together with a request for more information. That's not all I do; as far as possible I answer as many of the questions sent in to these pages as I can (though not all I receive).

I would like to thank the many people who have assisted me in compiling these help pages, and to the few who have helped with individual questions. It's very difficult to get all the answers which all readers need – but that's the goal towards which Workbench and Answerfile are directed.

Q I have an animation crunched on to four disks with *PowerPacker*. The problem is that I can't seem to get the startup sequence on disk one to load up the animations on the other disks. How do I do this?

A This is an area for experimentation – it is rare that one method works on all Amiga set-ups. You can either use a CD (Change Directory) AmigaDOS command to run an AmigaDOS script on the other disks (this usually causes masses of disk swaps) or just give a full path to the disk from the start-up sequence of the boot disk.

Here's method one. It runs a couple of animations (using the *PPAnim* animation player that comes with *PowerPacker*) from the original disk before switching to a script on disk two:

```
Addbuffers DF0: 10
PPAnim "Sys:Anim1.Anim"
PPAnim "Sys:Anim2.Anim"
CD Disk2:
Execute Disk2:Script2
```

You would then put a script on to the second disk in the series, similar to the above but without the Addbuffers command at the beginning (this just speeds up disk access a bit). So, after going through the animations on the second disk, it would switch to the third disk. All your disks would need the AmigaDOS commands PPAnim, Execute and CD on them.

The other way of doing it is to have all your AmigaDOS commands on the first disk, and just specify the full path to all the animations. This does mean that a requester pops up asking for the right disk – but it's going to do that anyway.

```
Addbuffers DF0: 10
PPAnim Anim1.Anim
PPAnim Anim2.Anim
PPAnim Disk2:Anim3.Anim
PPAnim Disk2:Anim4.Anim
PPAnim Disk3:Anim5.Anim
```

...and so on.

The only easy way to prevent all disk swaps is either to put all the commands in one place (such as the RAM disk) and use them from there.

In-depth explanation
No 16: analogue joysticks



An analogue joystick is great for playing simulations like *Formula One Grand Prix* because it makes the car respond in a more life-like way to the controls that you send them.

1 Analogue joysticks are sometimes called proportional controllers. The real big difference between them and conventional switch joysticks is that, with a switch joystick, if you pull left then you start going left. To stop, just let go. With analogue joysticks, the amount that you push left is the amount you go left.

2 Most games do not make any use of analogue joysticks. The ones that do tend to be simulations – mostly flight and motor racing simulations (with the notable exception of *Formula One Grand Prix*). As the controllers in 'real life' are proportional, the games are better (planes and cars seem to be more realistic) when played with an analogue joystick.

3 The Amiga's 9-pin connectors can accommodate analogue joysticks, switch joysticks or mice. It is up to the software to identify and respond accordingly to what is connected. That's why you generally have to select a menu option inside a game in order to make an analogue joystick work properly.

4 The actual electronics to control analogue joysticks has changed with the different Amigas that have been released. For instance, some versions of *F19 Stealth Fighter* will give analogue control on an A500, but not an A500 Plus or an A600. It is up to the programmer to read the Kickstart ROM and proceed from there, rather than assuming that all Amiga hardware is the same and hitting it the same way regardless.

5 Some programs don't give you two fire buttons when using analogue control. The more up-to-date programs read pins 3 and 4 for two firebuttons, while older stuff uses pin 6 for one firebutton. In theory, everything launched after the A500 Plus should let you use two firebuttons rather than just one.

6 The cheapest way to get analogue control on an Amiga is to take an IBM PC analogue joystick and modify it. Be warned that the connectors on the PC differ totally from the Amiga (there are more pins on the plug) and be very careful to connect the power in to the joystick (pin 7) to the correct bit on the Amiga side.

7 If you are planning on making your own analogue joystick, the potentiometers (components that make knobs work – and analogue joysticks) should have a maximum value of 520K Ohms. The (rather dated) hardware manual recommends 470K Ohm plus or minus 10 per cent.

8 All analogue joysticks suffer from a certain amount of jitter. That is, the computer isn't always sure at what point to stop, and moves slightly around one point, even if the stick is perfectly still. Ways around this range from a couple of elastic bands to move the stick to centre, to digital resistance measurers which are expensive.

9 One of the more effective, cheaper measures is to fit two capacitors, one across each potentiometer, to give a more stable output. A value of 10nF (nano Farads) is recommended for this, although it does depend to a certain extent on what type of potentiometers you have fitted. The capacitors ease out the constantly changing differences caused by the potentiometers.

10 You don't want to modify or build your own analogue joystick? The only one currently available for the Amiga (so far as I know) is the Konix for about £20. It's rather good if you can stand the styling - you have to buy either a left or right-handed version, so make sure that you get the right one. It also has a tension control to either have a self-centering stick or a free travel one. Konix are a UK company and can be contacted by telephone on 0495 350101.

HOW TO CONTACT AMIGA FORMAT

You can be certain of getting your enquiry to the magazine dealt with, but only if you make sure you're addressing your letter to the right person or place.

● We can never give personal replies by mail, so don't send us a stamped-addressed envelope.

● Neither can we give personal replies by fax, so please don't ask us to.

● We are available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please be patient because the lines do get very busy.

● Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.

● Our subscriptions service and the ***Amiga Format*** Mail Order department are not in the same building. They can be contacted on 0458 74011.

WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or serious software, Pat McDonald will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
WORKBENCH, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW.

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send the info to Nutts and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ANDY NUTTALL, GAMEBUSTERS, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW.

LETTERS

The letters pages are there for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! Marcus is looking for thought-provoking or entertaining letters, the shorter the better. Prizes given for the best two.
LETTERS TO THE EDITOR, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW.

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. You can enter as many times as you wish, but all entries must be posted separately: don't put several entries in one envelope together, or include entries with letters to any other part of the mag.
...COMPETITION, ***AMIGA FORMAT***, 30 MONMOUTH STREET, BATH BA1 2BW.

SPECIAL OFFERS

If you've ordered something from the ***Amiga Format*** Mail Order section and you've got a problem, then don't write to our Bath address – instead contact our Somerton address or telephone 0458 74011.
AMIGA FORMAT MAIL ORDER, FUTURE PUBLISHING CAREY COURT, SOMERTON, SOMERSET TA11 6TB.

SUBSCRIPTIONS

If you move house and want to make sure your copy of the magazine catches up with you, or if you have any other subscription enquiry then write to: ***AMIGA FORMAT*** MAIL ORDER, FUTURE PUBLISHING, CAREY COURT, SOMERTON, SOMERSET TA11 6TB.

FAULTY COVERDISKS

The disks are duplicated and stuck on the magazine by a separate firm we employ. If you have a faulty disk, send it, enclosing an SAE, to: DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, DAVENTRY, NORTHANTS NN11 5RT.

Letters

Well, we've said our bit, and now it's your turn. If you have any thoughts or feelings about this issue of Amiga Format that you'd like to share with us, and the rest of the readers, send 'em in. The address is: Letters, **Amiga Format**, 30 Monmouth Street, Bath, Avon BA1 2BW. If we like it, and sometimes even if we don't, we'll print it in letters, and you'll be a star.

SO LONG NOONAN

I have just completed reading issue 45. I was very upset at the way in which you handled the departure of erstwhile editor, Damien Noonan. The nature of the magazine business being what it is, I expected that you just hadn't had time to offer any sort of explanation to the readership who, like me, had come to regard him as a trusted friend and advisor.

It was the calm, intelligent voice of Mr Noonan that convinced this 38-year-old computer illiterate to take the plunge into the world of home computing. I quickly became fascinated with many different areas including games, which I may never have thought of as a worthy pastime for an adult had Damien himself not spoken of gaming so eloquently. I shudder to think of the many hours of pleasure that my family and I would have missed out on had we never been made aware of its entertainment potential.

The thing I admired most about Damien was his writing style which was a head and shoulders above the juvenile gags and off-colour asides that are to be found in most home computing mags. One always had the feeling that Damien was a serious, honest and uncompromising journalist. I'm sure that many others will miss his insightful comments and enthusiasm. I just feel that even though the magazine didn't do it in print, I would like to thank Damien, wherever he is. I wish him, and you, all the best and continued success in all of your endeavours.

Michael Pavelich, Norway

*We didn't announce Damien's departure because he slid away rather than left with a bang. At first the plan was that Damien would become the assistant publisher of **AF**, and as such he would still have had a great deal of involvement with the mag. Announcing his departure would have been a little precipitous in that case. What in fact happened is that Damien, shortly after becoming a publisher, decided that he wanted to travel. He is now making his way around Europe, doing the Grand Tour. Your assessment of him was remarkably accurate though, and he is sadly missed here in the **AF** office. We will try our best to continue the high standards he established.*

AMIGA CD 600

Is there a CD-ROM drive for the A1200 yet? Many issues ago I read that there was an Amiga 600 drive, which I think may work with the A1200 because they both have the PCMCIA slot. I cannot find any companies that stock this drive.

Gavin Koch, Uckfield

Although we, and many others, believed there would be an A600 CD drive, this has not proven to be the case. It is thought that the PCMCIA slot cannot offer the control over the drive that would be required. The A1200 can, and probably will have a CD drive in time, since it can be fitted with a SCSI interface. If the rumours are true, and we believe they are, Commodore will be releasing a CD-based A1200 console by the end of the year. It would be logical in this case for them to also release a CD drive for A1200 owners.

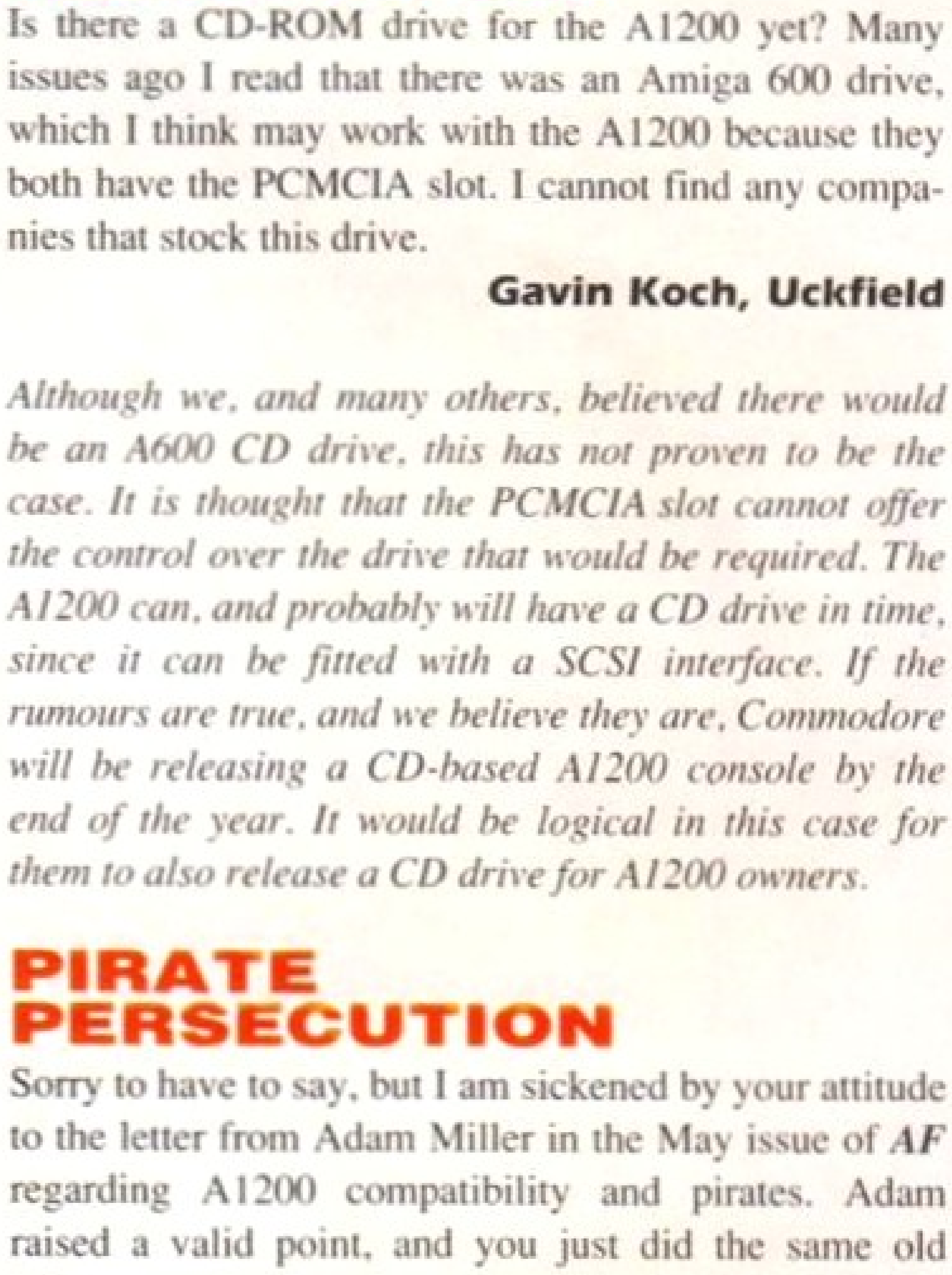
PIRATE PERSECUTION

Sorry to have to say, but I am sickened by your attitude to the letter from Adam Miller in the May issue of ***AF*** regarding A1200 compatibility and pirates. Adam raised a valid point, and you just did the same old 'pirates are bad' reply, and dismissed it out of hand.

Continued overleaf

The Gallery Sponsored by MAX Graphics

Got a picture you're proud of? Send it in, see it in print and win an *Amiga Format* binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pictures on display too. The best image every month will win a huge (and we're talking big here) poster printout, courtesy of Max Graphics of Cardiff – worth a massive £80. Send your entries on a floppy disk to The Gallery, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.



Timepiece by Mr P Feetham of Chaddesden.

Amiga Format, as Britain's biggest Amiga mag, has a duty to lobby on the behalf of Amiga owners and users. Why don't you lobby for software houses to make fixes for older titles available into the Public Domain. Don't just sit there and say 'Contact the company in question and you might get somewhere', take a lead, give details of where softies have helped readers.

I would like to see *AF* Coverdisks including fixes for 'classic' games. I would even pay for a disk of fixes issued by a particular software house.

James Youngs, Watford

We weren't denying that there is a need for fixes and upgrades to non-compatible games. What we were saying is that just because the Speedball 2 *doesn't work on your A1200 it is no excuse for pirating an improved full version of the game. If pirates want to do the Amiga community any good (do they?) they should use their undeniable hacking skills to put out patches for old games on the PD circuit, so that anybody with a legitimate copy of the game can get the benefit, and not just other hackers on that pirate BBS.*

ATTN DYSON

You may or may not have heard of me. My name is Bison, Marcus Bison, previously the grandmaster of *Streetfighter 2*. I thought it only courteous to pre-warn you that I am soon to release 'Amiga Beermat' the only magazine better than *Amiga Format*. It will be under 'Past, Present and Future Publishing'.

You have been warned, lock your doors, bolt your windows and conceal your livestock. Bison is back, and he's bloody mad.

Marcus Bison

Quite! Sometimes down the local pub, when the mag has just got back from the printers we take the copies to lunch for a first glimpse. Occasionally we rest our pints on the mags, thus we have already created Amiga Beermat. Sorry Mr Bison.

PCs ARE BORING

Help! I am about to become a traitor to the 'true faith'. I am at risk of buying a PC. At the moment I own a souped-up A500, which I got four years ago when all my friends bought Amigas as well. Now that we are older, all my friends seem to like PCs better, and I admit that I am tempted too.

I use my computer for playing games, composing music, painting and word processing. On the games front the PC is very good. For music, I have heard that with a PC and sound card you can plug a microphone directly into the computer and sample without an interface. I don't know anything about PC paint or word processing programs.

Now I have to decide between buying a new A4000/030 or a 486SX25 PC clone. I would really like to know what makes the Amiga better. Even the most basic 4000 (no FPU and a small hard drive) is £1,169 according to the Hobbyte advert in issue 46. I have seen a PC for as little as £950, this came with a 120 Mb hard drive and an SVGA monitor.

To get an A4000/030 system would be around £600 more expensive if I get a decent monitor as well. I expect many people are suffering the same kind of dilemma. To tell the truth, I would dearly love to get another Amiga because I am a loyal Commodore disciple. Please convince me to buy an A4000.

Daniel Meeuws, Oxford

Gladly! The £950 you saw quoted would have been plus VAT, thus taking it to nearer £1,116. The price you saw for the A4000 was also wrong, they actually cost £1,099 including a 120 Mb IDE drive like your PC. Admittedly, once you add the cost of a monitor, like the Commodore 1960 (which can be found in **AF** *for as little as £400), the Amiga set up is around £380 more expensive. But what of the cost of replacing all your existing software?*

Your statement that a sound card lets you sample without an interface is a contradiction, the sound card itself is an interface. The One Stop Music Shop puts all existing PC sound cards to shame. Believe us!

The real equaliser, though, has to be the cost of software. Games aside, virtually all categories of software are considerably more expensive on the PC. Within a few purchases, your WP and paint program for instance, you would have equalised the cost of the systems. If you are an artist, the HAM8 modes 262,144 should also carry quite a lot of weight in any argument against the PC. But the clincher for us is that by and large PC owners are anoraks, and Amiga owners are free thinking creative individuals. Turn to our piece on Babylon 5 *this month to see what can be done with an Amiga, and not on a PC.*

Stick with the Amiga, Daniel, you'll be able to do stuff that will leave your PC-owning friends green with envy, and still have more money left in your pocket.

DATABASE MINEFIELD

I write with regard to the letter from M J Davage in *AF*46 concerning Data Protection. The Data Protection Act 1984 can be a veritable minefield to the unwary and since any conviction under the Act results in a full criminal record I feel I must explain the pertinent points applicable to home computer use. I hope this will clear up any doubts your users may have.

The act clearly requires everyone who keeps data on individuals to register, and all data kept must be adequate, relevant, accurate and not stored for longer than necessary. Details of any data must be accessible to the individuals concerned and security measures must be taken against unauthorised access.

Part IV of the act lists exemptions from the need to register. The most important exemption for the home user is under section 33: Personal, Domestic and Recreational use. This basically means home computers, but only when data is held by an individual (not part of a bureau or network) and not when data is held on behalf of a club or voluntary organisation. This means that the personal data need not be registered, that an individual has no right of access to the data and no criminal offence is committed if disclosure of the data is made to anyone.

I hope database users now know where they stand – I had visions of thousands of Amiga users rushing to register as data users.

B Reynolds, Police Officer

Thank you for that clarification Mr Reynolds. Database users can now sleep soundly of a night.

CD PLEA

Why don't you review some CDTV games? Your reviews and ratings would be appreciated as we can't afford £30-£40 for a game only to find out after playing it that it is a load of rubbish. Surely you could spare a couple of pages each month for a few CDTV game reviews. There's definitely a demand for it.

G T McHee, Douglas

We have reviewed all the CD games we've ever seen, in **AF 32/34** *(see Back Issues Page 155). Unfortunately CD game releases are not something we see every day, not even every month. We're sure there will be more when Commodore's new CD machine comes out.*

STARRING AMIGA

PRIZE

In response to your Hollywood Amiga Hunt in the March *Amiga Format*, I have sighted two incidents where the Amiga is present in a movie. The first is in the film *Screwball Hotel*. This movie is about some guys in the army who are employed by a hotel, they decide to break into the major's office and when they do there is a computer on his desk... one of the guys then goes "There's the classic Amiga 2000!" They turn it on and the major's face appears on the screen and busts them. My second spotting is in *The Gods Must Be Crazy 2* where they show up in the city, one of the offices has an Amiga running a spreadsheet... *Maxiplan* I think.

I hope these spottings are of use.

N Christodoulou, Innaloo, Western Australia

I don't know if they're of use, but they're certainly very interesting. Accept a year's free subscription to **Amiga Format**. *If anyone else out there has seen an Amiga in a film, let us know – you might win a prize too.*

Continued overleaf



Stratocaster and Marshall by P A Bellamy of Sheffield.



Off Road by Simon Millbank aged six.



Beyond by Daniel McPharlin.

PIRACEE-DEE

PRIZE

I assume that everyone who wants to see an end to piracy is very excited about using CDs as a storage medium. This seems fairly obvious because to copy a CD containing say, 600 Mb of data, would take a hell of a lot of floppies (approximately 700 DD, 350 HD), and I don't know of any lucky sod (you know the ones, they have parents who seem to have money trees growing in the garden) who owns a one gigabyte hard drive (or something more feasible).

Now the interesting part – haven't people realised that read/write CDs are just around the corner and down the street? Just imagine it, Mr A Pirate is sitting at home with his trusty 32 Mb Amiga 9000 68090/200Mhz and alongside it are two CD drives. In CD0: is SillySofts' newest game (not yet released) and in CD1: a blank CD (Cliff Richards' *The Album* perhaps?) First thing he does is check for any protection routines. It's highly likely that none exist because SillySoft wrongly thought that no one would ever copy a game over Cliff Richards' greatest album. If they have included some, then within a few hours it's gone and CD1: now contains a copy of CD0: without the protection which can then be spread before the original gets to the shelf.

The solution to all this? Who knows. I think it lies in the price. It costs about 50 pence a CD to manufacture 100,000 CDs, yet when CD titles start selling they are probably going to be around the £30-£40 mark (correct me if I'm wrong). This leaves an awful lot of money, some of which goes towards advertising, packaging, etc, and some to the writers of the software. Hopefully the programmers, graphic artists, and musicians (anyone else?) will get paid a sum proportional to the amount of work they have done.

Considering that most games these days are something like 20 per cent code and 80 per cent graphics/music, then with the storage capacity of a CD, graphic artists and musicians can be much more adventurous and produce brilliant works of art (not that they don't already) and thus get a good wage (expect an increase in these fields!) Also, programmers/designers could create games which are not just the same old thing – instead of a platform, shoot-em-up, or adventure, we might see games combining some, if not all, of these ingredients. Even with an increase in wages there is still going to be a huge profit for the software company. Thus, if the price of the CDs fell, to around the £10+ mark, say, then I believe they will be within the price range of more people and a drop in piracy will be seen.

So, wake up all you pro CD storage lovers and think about your price range before the pirate destroys the Amiga software scene, and your profits. The price argument also applies to the current prices of floppy disk-based software, as many people have already pointed out. You don't see many pirated Code Masters games, do you? Why not? One, they are cheap, and two, they aren't quite as good a standard as the full-price games, but they have improved greatly over the past few years or so. I hope they don't get carried away and increase their prices or their sales will begin to drop.

So to all the producers of expensive floppy disk software: lower the prices of your software, keep the protection (to stop the teeny-pirates), make it hard drive installable (is that a loud YES I can hear from the gamer scene?) and expect an increase in sales and a decrease in piracy.

Smudge, Maidstone

Wise words mate, we know that rewriteable CD is on the way, because I've got one on my desk right now. They are very expensive, and so are the disks, but the prices will go through the floor in the next few years. It goes without saying that if a medium exists it must be possible to write to that medium. So wise up softies, give us quality product at fair prices. And wise up pirates if you make it unprofitable for them, the softies will stop making games for you to pirate.

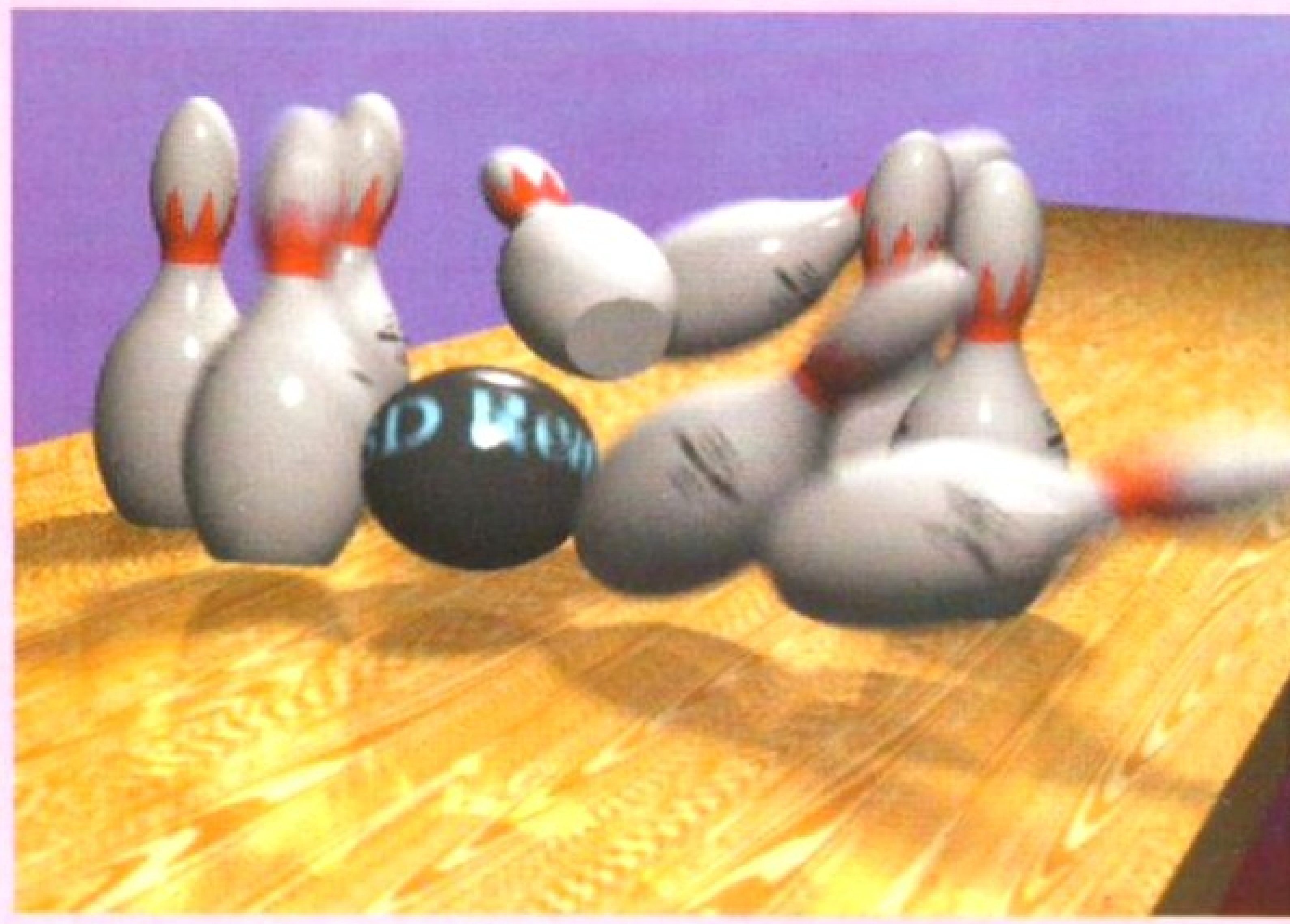


The Gallery sponsored by Max Graphics

Watchful Parent by Paul Horton.

Next month Issue 49 August 1993

Is it real?



Or is it Raytraced?

3D raytracing is a technique of producing images of startling realism. Recently, great advances have been made in the quality, flexibility and power of the programs. *Real 3D*, for instance, allows you to make 3D animations with motion blur, or render pictures with realistic fuzzy edged shadows.

Next month we're going to take a look at this exciting area of Amiga graphics, we will show you how it's done, where it's used and what the best programs are to do it with. We will also be looking at what hardware you will need to do it on your Amiga. From the high-end stuff like *Babylon 5*, which you've read about on Page 34 of this issue, to PD 3D programs – we'll be taking a look at 'em all.

Accelerator Déjà Vu

Last month we promised that this month we would be bringing you a round-up of accelerators for your machine, and by now you've probably realised that we haven't. Firstly, apologies if you were particularly waiting for it, and secondly, the reason. There are so many new accelerators coming out over the next few weeks that we've decided to hang on for one more issue, then bring you a round-up that will be even bigger and better than the one we had planned. So look out for next month, when we will be showing you how to make your Amiga faster than a speeding bullet.

Waiting for you at your local shop from **Thursday June 24!**

CYBER-LUTION

I was most interested to read your feature on Cyberpunk in the May issue. It would appear that I have unwittingly been an avid fan of this genre since before the word was coined. I say unwittingly because though many of the films you list are among my favourites, the name seems to only appear in print. Although many of the books I have read through the years have dealt with Cyberpunk subjects, I had not read any of the books on your list.

I have, however, recently come across the works of William Gibson by a slightly backdoor route. Through an interest in Babbage's mechanical computing machines I read *The Difference Engine*, then *Count Zero* and have been impressed with both. I think that Gibson did not in fact invent Cyberspace, at least not the environment. The idea was created, to my knowledge, not only before home computers and modems but even before the *Phreaking* you detail.

The idea was used as the basis of the novel *Ubik* by Phillip K Dick in 1969, and so predates Gibson's books by about 15 years. Although it was used to connect people in a near-death state, I think that enough details are consistent with the accepted definition of Cyberspace. It is perhaps no coincidence that the film *Bladerunner*, another Cyberpunk archetype, is based on the novel *Do Androids Dream of Electric Sheep* also by Phillip K Dick, and predating most other science fiction films of this type.

I think that Cyberpunk, rather than springing forth fully formed, can really be seen as a logical progression of the Sixties' and Seventies' holocaust mentality. A sort of post apocalyptic vision minus the apocalypse.

Kev Panton, Burton on Trent

We glad you've found Cyberpunk, and we would agree with your ideas of its evolution. Very few ideas or artistic genres appear fully formed as if from nowhere. A process of evolution always occurs. All the ideas that engender Cyberpunk came to fruition in Gibson's works, though, and while all the concepts weren't entirely new, the genre they combined to create was.

Sorry, but Ubik *doesn't pre-date* Phreaking, *since the book was published in 1969, but cheating the US telephone system was popular by the late Fifties.*

GOLD SERVICE

With reference to your Hard Logik letter in *AF 46*, would you please make it clear to your readers that *ProDraw 3* can be made to work perfectly on an Amiga AGA machine. It's simple really. As a registered user you telephone the technical helpline and they send the latest version, 3.03, which runs with no problems on my Amiga 4000.

Steve Calkin, Canvey Island

This is the sort of service one should expect from a supplier of serious software, and as we've said before, Gold Disk invariably deliver the goods.

WHERE ARE THEY?

I have a CDTV and I have found out that there are two new games available from Psygnosis called *Microcosm* and *Dracula*. They were released in March of this year. Could you please tell me where I can get them and how much they cost?

Kevyn Taylor, Exeter

We're sorry to disappoint you Kevin, but the games you mention are not yet available. Psygnosis are developing both titles for a range of CD-ROM formats, including CDTV and, we suspect, the rumoured new Commodore CD console. Microcosm *is actually being partly financed by Commodore themselves as an advert for the CD format. Both that and* Dracula *look very good indeed, as you might expect from Psygnosis, but the question on everyone's lips is: Will there be any gameplay to them? We shall see…*





Two scenes from the eagerly awaited, but still forthcoming CD epic *Microcosm*, from *Psygnosis*.

BREAK THE BOREDOM

Is there any Amiga user courses that you can do from home, as I get pretty bored?

N A Pearson, Bolton

There is a course you can do at home aimed at new Amiga users, or those who have primarily used their machine for games, available from a company called JJc. It consists of a series of 12 disks that form a tutorial on using the machine. Call JJc on 0494 883347.

AF LIVE ON TOUR

I buy and read ***Amiga Format*** every month and was pleased to hear that there was going to be another Amiga show, *Amiga Format Live '93*. Then I read that the show was to be at Wembley Exhibition Centre in England. I am a boy of 12 and I'm interested in the serious side of the Amiga as well as games. I would really enjoy the biggest Amiga show, but can't make it because of where I live. All the big shows are in London. There could be a show at the Scottish Exhibition Centre in Glasgow, but I'm sure this hasn't been thought about. I am aware of the *All Formats Computer Fair* which travels the country, but you're hardy likely to see the latest game from Gremlin, or the latest piece of hardware from GVP there, are you?

Christopher Ryan, Irvine

As a Northerner myself, I agree with you to a great extent. The problem is that although it's our show, we don't decide where it will be held. The people who work in a part of our company called Future Events make those decisions. They take a lot of things into account, including geographic and demographic reports of Amiga ownership, and then they choose the place where they think the show will be accessible to the most people. After our first show The Amiga Format World Of Commodore *in 1991, I tried to persuade them to try the GMEX centre in Manchester for the next one, but they weren't convinced.*

If you are a Northern Amiga owner and you'd like to see a show at the NEC, G-MEX or SEC, then write and make your feelings known, send your letters to:

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If enough of you write, you could well get your way.

REALLY? HOW INTERESTING!

Dear Sir, I am a fish

John Conelly, New Barnet

Really? How interesting!

CASH AND PRIZES TO… WELL, ERM… NO-ONE ACTUALLY

In case you hadn't noticed, this issue of *Amiga Format* is out at a different time of the month to usual. It's all to do with print slots and publisher type decisions like that. What it means for you is that instead of us being available on the second Thursday of every month, we now go on sale on the fourth Thursday. Because we have altered our deadlines to meet this new schedule, we aren't ready to draw the winners of this month's competitions yet. We wili be bringing you the winner of the fabulous 'Win and A4000/030 and oodles of the world's best software' compo next month.

Spot the shot 48



Do you know which Amiga game this is a portion of? Then send us a postcard and you could win a T-shirt. Just put your name, address and the name of the game on the card and post it to us at the following address: Spot the Shot 48, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW. The first correct entry pulled out of the hat every month will win a fabulous *Amiga Format* T-shirt!



The winner of Spot the Shot 46 is Matthew J Hopkins, of Cardiff in Wales, who spotted that the picture above came from the game *Desert Strike*. If we ever get our new T-shirts printed, Matthew gets one.

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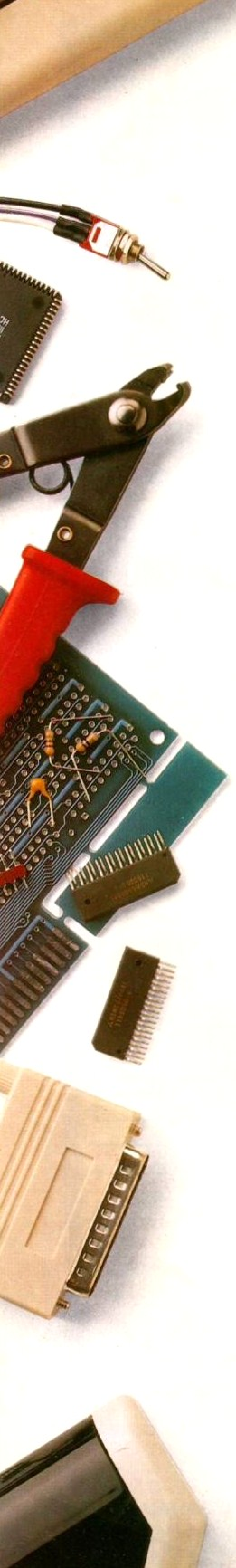
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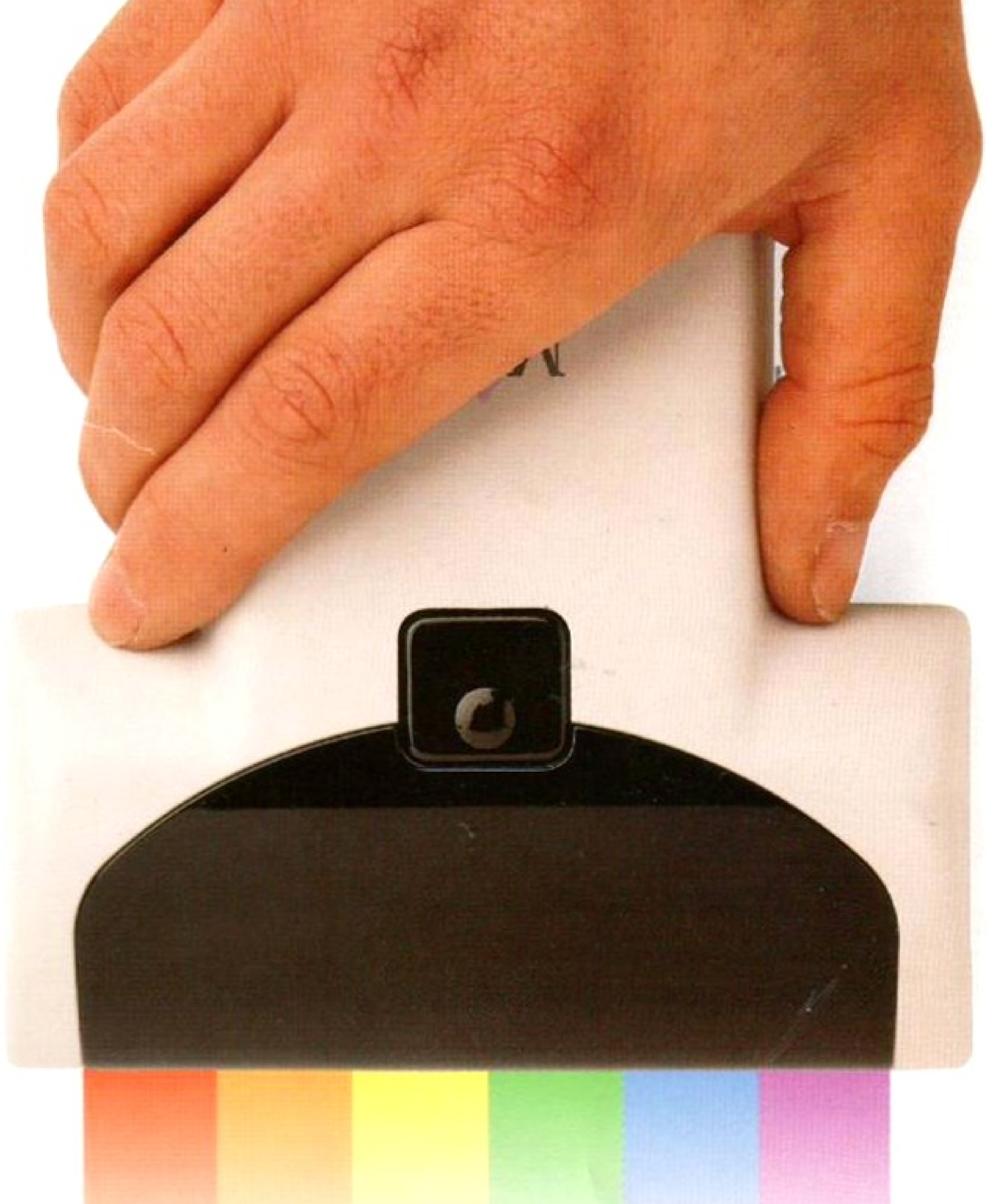
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The software supplied with this scanner is the new PowerScan Professional 3, which also supports the greyscale scanner and will be available as an upgrade to existing users of PowerScan for £15.

Colour PowerScan v3.0 features

- Real-time 'True-feel' scan option in colour halftone mode
- Images are stored internally as 12-bit graphics, not HAM. This means that no quality is lost due to the Amiga only being able to display HAM images in 4096 colours
- Images are displayed as HAM pictures
- HAM images may be loaded from disk and edited using PowerScan 3
- Image size that can be handled is limited only by the amount of memory available
- Memory does not have to be chip memory as in many art packages
- Images can be saved in various file formats
- View whole image function
- Scale/rotate/skew image or clipboard by any amount
- Crop image
- Clean up, lighten or darken image
- Variable zoom mode
- Draw freehand, lines, circles, boxes and polygons in various fill patterns, brush sizes, paste modes, or with the clip board image
- Clipboards may be scanned directly, or any shape can be cut from the main image
- The software is compatible with all Amigas
- Supports Workbench 2 and ECS screen modes

Colour PowerScan now available

New v3.0 Scan software

PowerScan Colour v3.0	£239
PowerScan Greyscale v3.0	£115
PowerScan v3.0 software upgrade	£15

The Amiga can only display 16 greyscales

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